

SONIC FEATURES! • COMIC STORIES! • SONIC NEWS!



ISSUE **10**

SONIC SUPER SPECIAL

FEATURING
AN **ALL-NEW**
COMIC ADAPTATION OF THE
HIT MOBILE GAME

SONIC DASH™



PLUS

SHADOW RETURNS!
SONIC'S DARK DOUBLE
IS BACK TO CAUSE A
REAL CHAOS BLAST IN

SONIC UNIVERSE™

SONIC SUPER SPECIAL

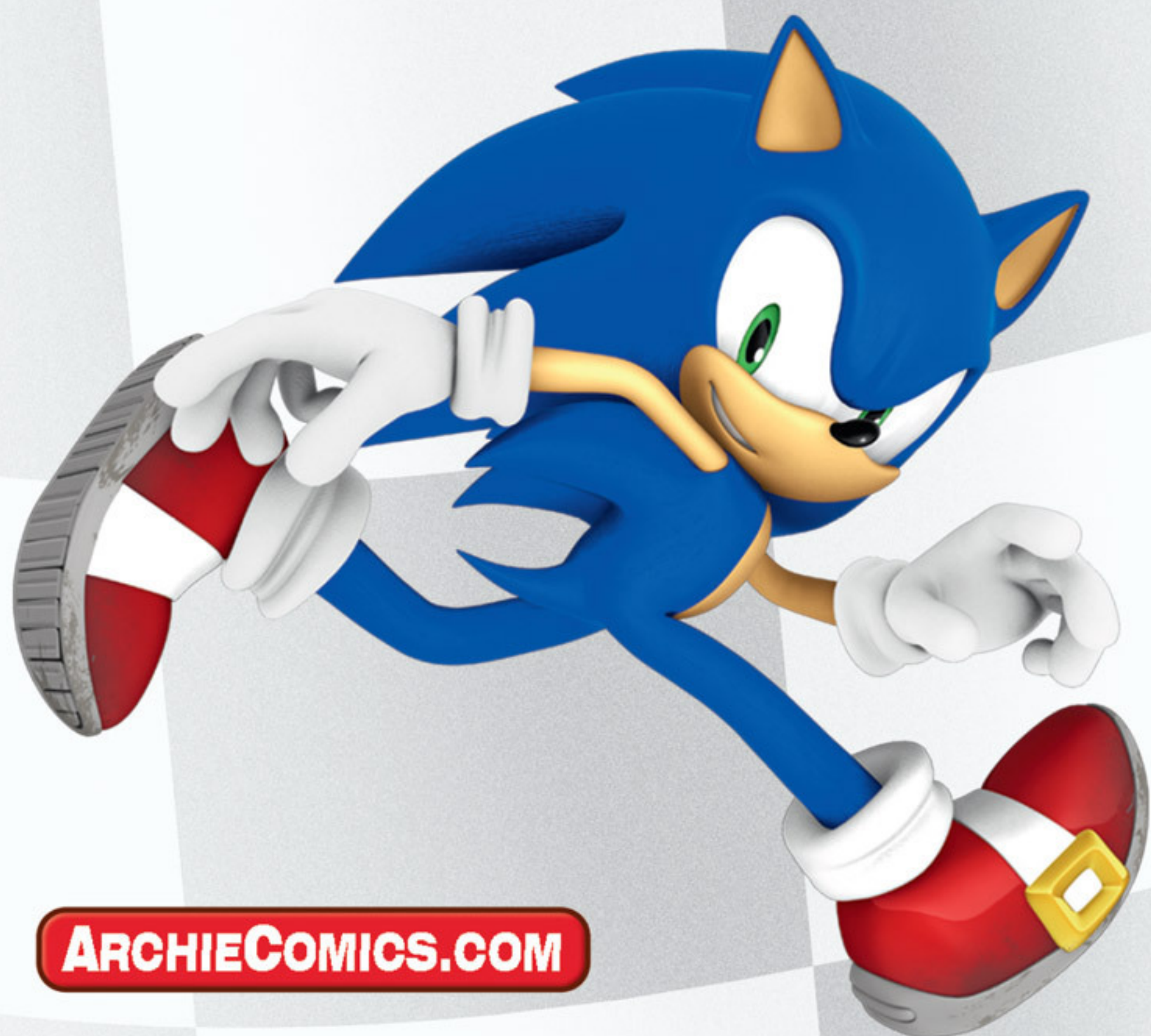
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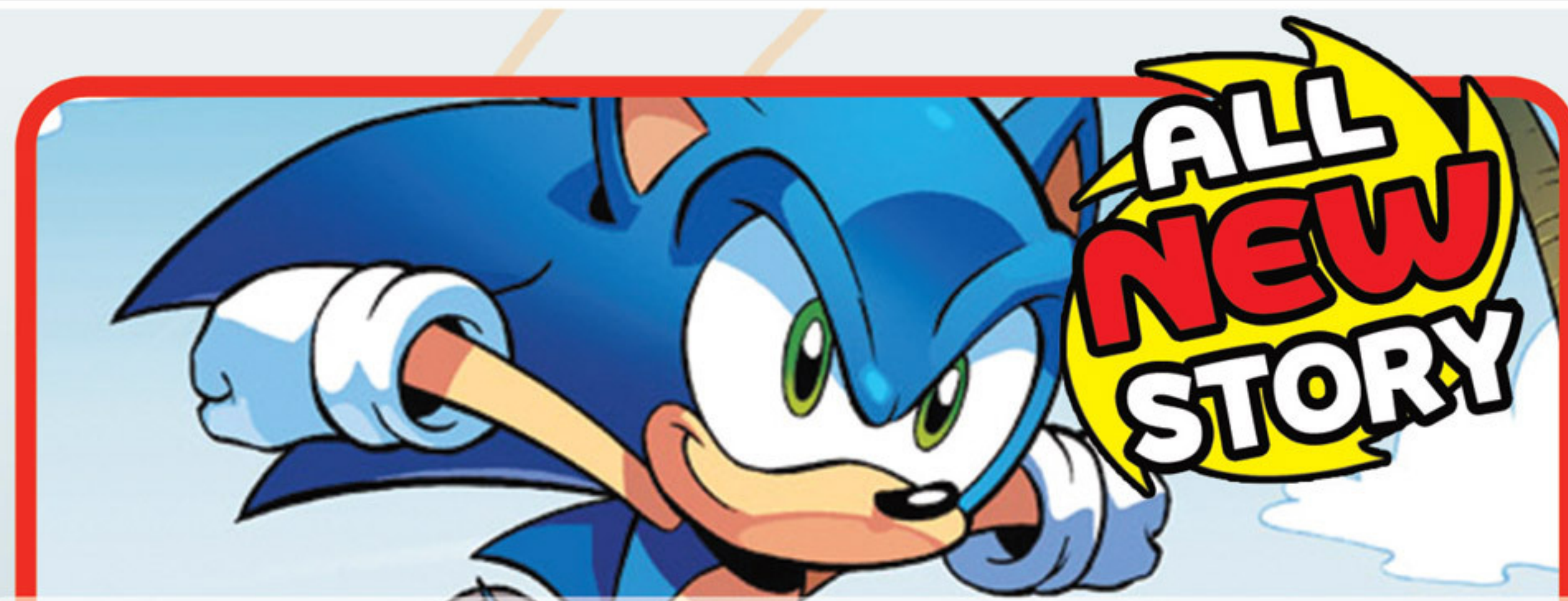
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SONIC DASH

The hit mobile game is getting the comic book treatment! In this exclusive adaptation Sonic is on the hunt for red rings, but not without a little chaos from some familiar faces!



AT ALL COSTS

Dr. Eggman is plotting something big and Sonic doesn't have much time to spare. It all boils down to a chaotic clash that will alter the very core of Sonic's world!



REMEMBRANCE

Sonic's foes come in many shapes and sizes, and sometimes at super-speed! Enter the Babylon Rogues: a trio of airborne rebels out to wreck havoc!



LIVING WEAPONS

An interdimensional battle between Shadow the Hedgehog and Metal Sonic comes to a close as the two stand off in the last place anyone would think to look: the world of Blaze the Cat!

SONIC SUPER SPECIAL

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CO-CEO NANCY SILBERKLEIT

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**CO-PRESIDENT/
EDITOR IN CHIEF** VICTOR GORELICK

**SENIOR VICE PRESIDENT
SALES AND BUSINESS DEVELOPMENT** JIM SOKOLOWSKI

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ASSISTANT EDITOR VINCENT LOVALLO

**PROOFREADER/
EDITORIAL ASSISTANT** CARLY INGLIS

FEATURES CONTRIBUTIONS IAN FLYNN
JONATHAN H. GRAY
VINCENT LOVALLO

SPECIAL THANKS TO ANTHONY GACCIONE, CINDY CHAU
AND TO THE CHARACTER BUSINESS
AND LICENSING DEPARTMENT OF
SEGA CORPORATION

SONIC SUPER SPECIAL
ARCHIECOMICS.COM
SONIC@ARCHIECOMICS.COM

COVER ART PROVIDED BY SEGA

FEATURING THE TALENTS OF

IAN FLYNN	TRACY YARDLEY!
JENNIFER HERNANDEZ	JOHN WORKMAN
RICK BRYANT	JIM AMASH
JACK MORELLI	JASON JENSEN
MATT HERMS	TERESA DAVIDSON
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PO Box 419 Mamaroneck, NY 10543 Phone: 914-381-5155 x 235
Fax: 914-381-2335 Email: ORDERHELP@ARCHIECOMICS.COM

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SONIC GRAMS PRESENTS



HEY KIDS!

WRITE TO

US @: SUPER SPECIAL DELIVERY

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P.O. BOX # 419

MAMARONECK NY 10543-0419

YOU CAN ALSO WRITE

IN VIA E-MAIL: SONIC@ARCHIECOMICS.COM

LETTERS

Hi everyone! I hope you all brought your running shoes because we've got a comic that'll run rings around the rest! It's the *Sonic Dash*™ comic adaptation based on the hit mobile game that everyone is rushing to play! We hope you enjoy it and write in to tell us what you thought! Alongside this awesome adaptation we have some really neat news, graphic novel previews, and a game review of Sega's latest title, *Sonic Lost World*™! It's all here in the Sonic Super Special! Now let's chow down on some of the usual!

Dear 'Super Special Delivery',

I am Sonic's #1 fan (at least I hope I am; I know a lot of other people have applied for the job) and I wanted to ask a few questions.

Due to the economy, we have been forced to carefully review each "Sonic's #1 fan" claim and -- GREAT news! We have hereby deemed them all valid!

1. Is Patrick "SPAZ" Spaziante going to be having any public signings?

The Archie-Sonic crew have been traveling a lot lately, so keep your eyes peeled to ArchieComics.com and our facebook and twitter for all updates on future creator signings! As for Spaz, we'll try and coax him out for ya! Make sure you all write in

and tell us who you want to see sign books at upcoming shows!

2. Are you going to have another art contest??

We will! It's TBA but it will happen again soon!

3. Are there any chances of SEGA making a game based after the comic??

There's always the possibility! We would love to see a comic-centric adventure, but I wonder what type of game it would be? Platformer? RPG? Racing? What do you guys think?

4. Are you going to be making a comic adaptation of the upcoming Sonic cartoon Sonic Boom?

We'd love to see an adaptation of Sonic Boom! We'd love to see an adaptation of Sonic Boom!

SPOILERS!

SUPER SPECIAL DELIVERY

5. Are you going to be making a comic adaption of any of the Sonic olympic games??

We've already done a summer olympics story in Sonic the Hedgehog issue 242 (available now for digital download on your favorite mobile device plugplugplug!). However, we haven't seen Sonic and his pals in the winter olympics yet... hmmm...

That is all and I just wanted to say I have a large collection of Sonic comics especially the old ones and I'll stick with the series until it stops probably in 100 years or maybe longer. I want the series to keep making issues until forever!! I love reading your books and keep making the stories Way Past Cool
Sincerely Sonic's #1 Fan
Giovanni D.

Until forever, huh?! Sounds like a challenge to me!

Dear 'Super Special Delivery',
I absolutely loved the new Sonic Super Special!

Hooray! This makes me happy!

Being a long time Sonic fan, watching the Blue Blur evolve these past 14 years of my life has brought tears to my eyes. The whole Archie team has done a terrific job over all these years, and I'd just like to give my thanks to every one of you.

You're welcome! Thanks so much for the kind words!

Hopefully someday soon I'll have reached my dream and be working with you all. I hope you continue to create such great comics like Sonic and more!

Sonic fan since birth,
Josh

Thanks for the letter, Josh! We look forward to the future and wish you the best of luck!

Dear 'Super Special Delivery'
My name is Dequavius and I'm 20 years old and I just want to say that I love reading your comics and the fact you guys tell more about the "blue blur" than the video games had to offer. My favorite one is the "Sonic Genesis" story because it shows more of the details in terms of the story and I was mind-blown.

We loved exploring the original Sonic games in a more thorough

way. If you really liked Sonic Genesis, you should check out Sonic Select vol. 9 which collects a whole slew of our video-game comic adaptations in one neat package! Plugplugplugplugplugplug!

I just want to tell you guys to keep up the good work and keep this legendary video game mascot alive for old and future generations.

We will, but you should know by now that there is no stopping Sonic!

One more thing, what was your favorite Sonic game you played? Mine is "Sonic adventure 1".

Dequavius P.

Thanks for writing in Dequavius! My favorite Sonic game has to be Sonic the Hedgehog 3 for the original Sega Genesis!

Dear 'Super Special Delivery',
Yo Archie!

Wuzzuh!

I shall have the usual.

Hold on, lemme call in our head chef!

1. Will we be seeing the Werehog anytime soon?

What makes you ask that? :) Come to think of it, something is certainly up with Sonic ever since he inhaled that mystery gas...

2. WHERE IS SHADOW?!?!?!?

Shadow and his Team Dark are currently on the new Black Comet and are fighting the remaining troops of the Black Arms in the Sonic Universe story arc: Shadow Fall! It's happening right now so be sure to pick it up!

Thank you so much.
Marcus B.

Thanks for writing in, Marcus!

That's all for now, folks! See all you super special fans next letters column! Until then, write to us at Super Special Delivery to get your letter in the Sonic Super Special! Now dash away, dash away, dash away all!

SUPER SHOUT-OUTS

"You guys are so awesome with the Sonic Super Special and Sonic Super Digest magazines. THEY ARE WAY, WAY, WAY, WAAAAY PAST COOOOL!"

~James M.

sent to Sonic@ArchieComics.com

"YOU GUYS ROCK!!!"

~ Cam G.

sent to Sonic@ArchieComics.com

"Keep up the good work!"

~ Katelyn A.

from Florida

"Hey Sonic Super Special Magazine, are there any plans for a second poster issue?!"

~ Rudy

sent to Sonic@ArchieComics.com

"I hope the current creative team stays together forever, and makes a thousand more comics. Thank you very much for publishing them!"

~ Justin D.

sent to Sonic@ArchieComics.com

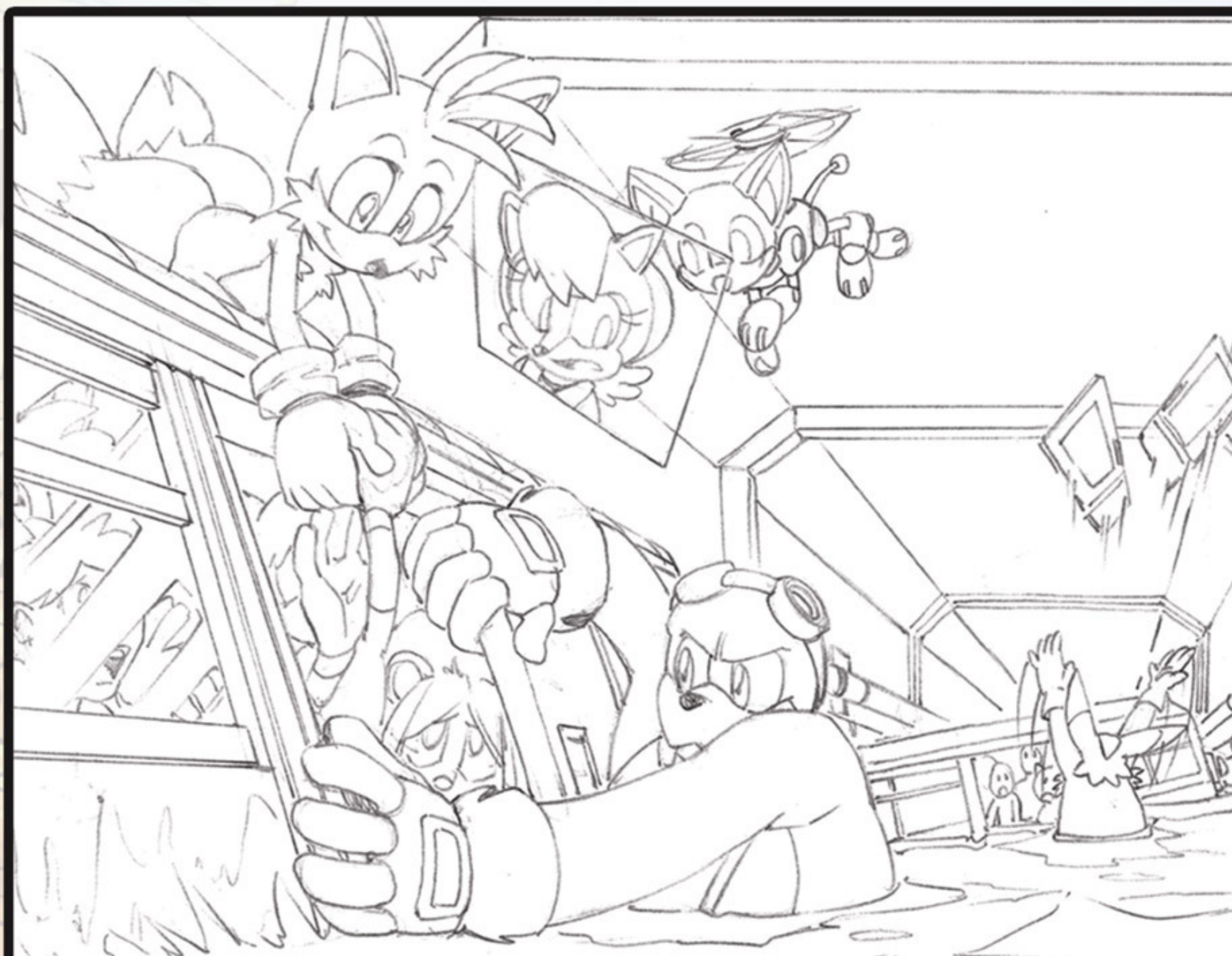


THE PLANET-SIZED JIGSAW PUZZLE!



The Shattered World Crisis is upon us! Whole continents now fly in the sky with the entire planetary mantel exposed! What dark power is keeping the world's pieces afloat? What can be done to set things right? All that and more is part of Sonic's next adventure!

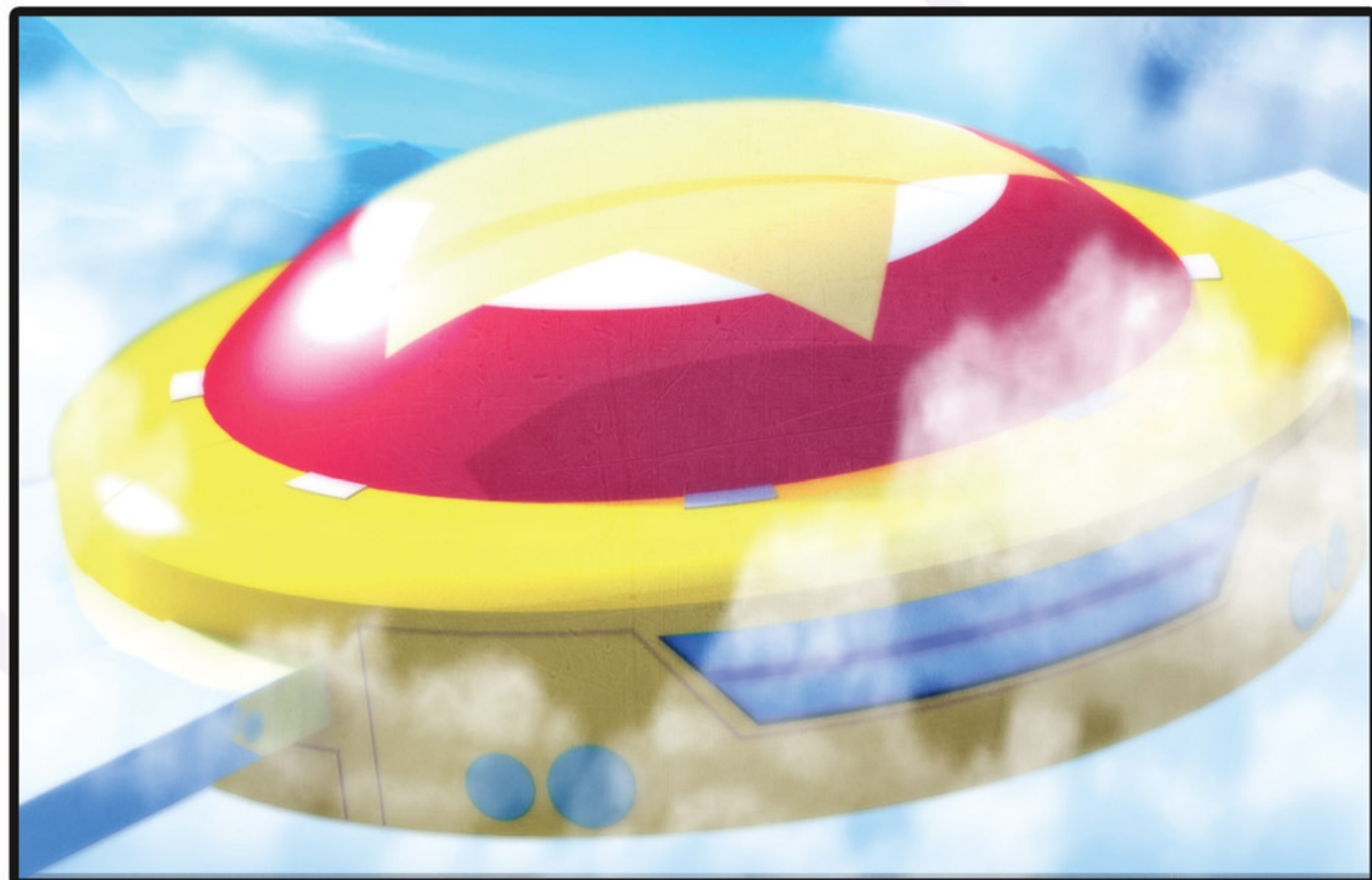
Sonic and the Freedom Fighters went through terrible trauma as their memories of the old reality were restored. But there's no time for them to recover – the world needs heroes! Their first stop is the city of Station Square in *Sonic the Hedgehog* #257 as they react to the crisis in its zero hour!



The reunited Freedom Fighters assemble to save Station Square in *Sonic the Hedgehog* issue 257, featuring pencils by Evan Stanley!

DID YOU KNOW...

Station Square has been the victim of a supernatural disaster once before when Dr. Eggman summoned the water god Chaos to do his bidding. The whole city was practically underwater as Chaos ran amuck! Check out Sonic Archives Volumes 21 & 22 for the whole story!



The Freedom Fighters' base, the Sky Patrol!

Once things settle down, it becomes a matter of action instead of reaction. How do they fix the planet? Professor Pickle and Uncle Chuck might be on the right track to a solution – which is why Dr. Eggman kidnaps them! It's a race against time as Sonic and the Freedom Fighters rush to the professors' rescue in "The Chase," coming soon in Sonic the Hedgehog #258-259.

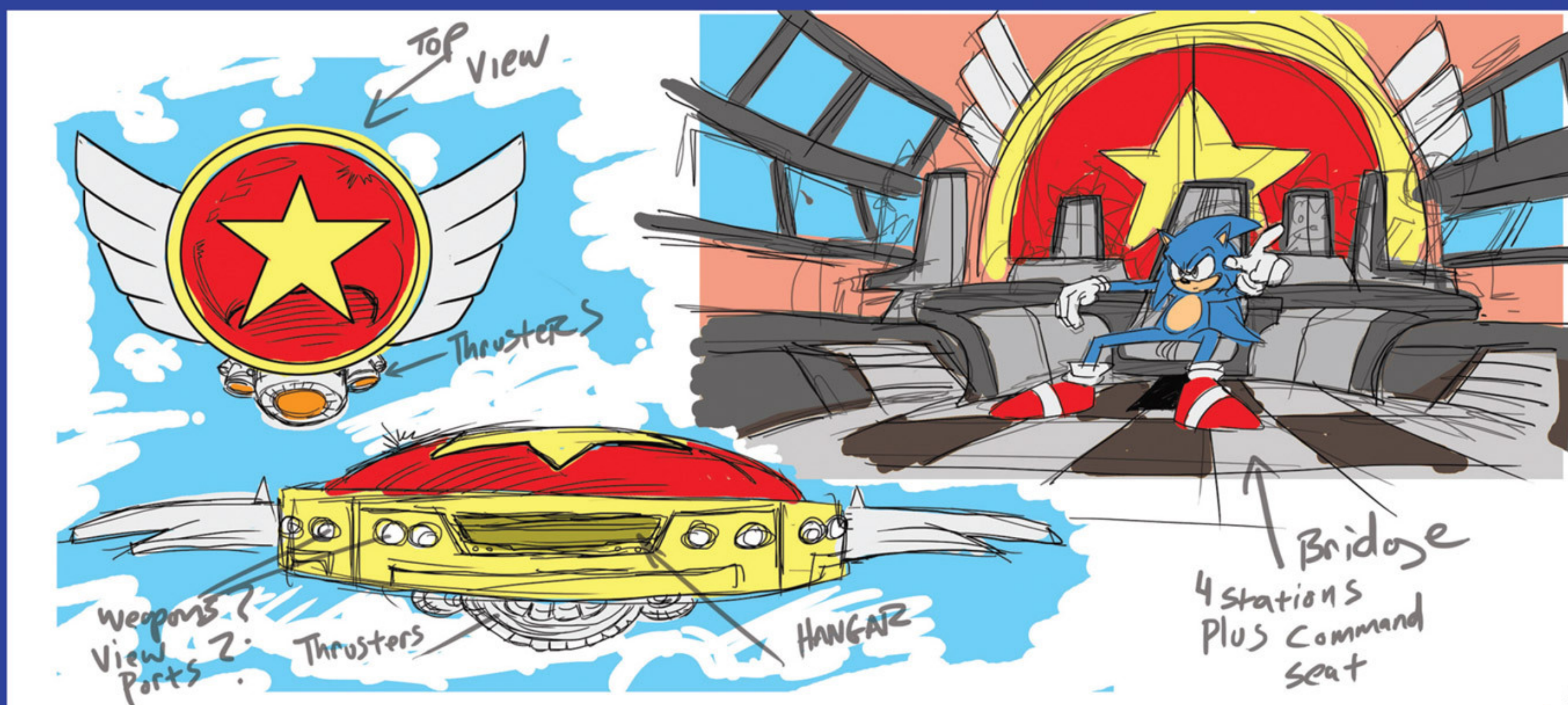
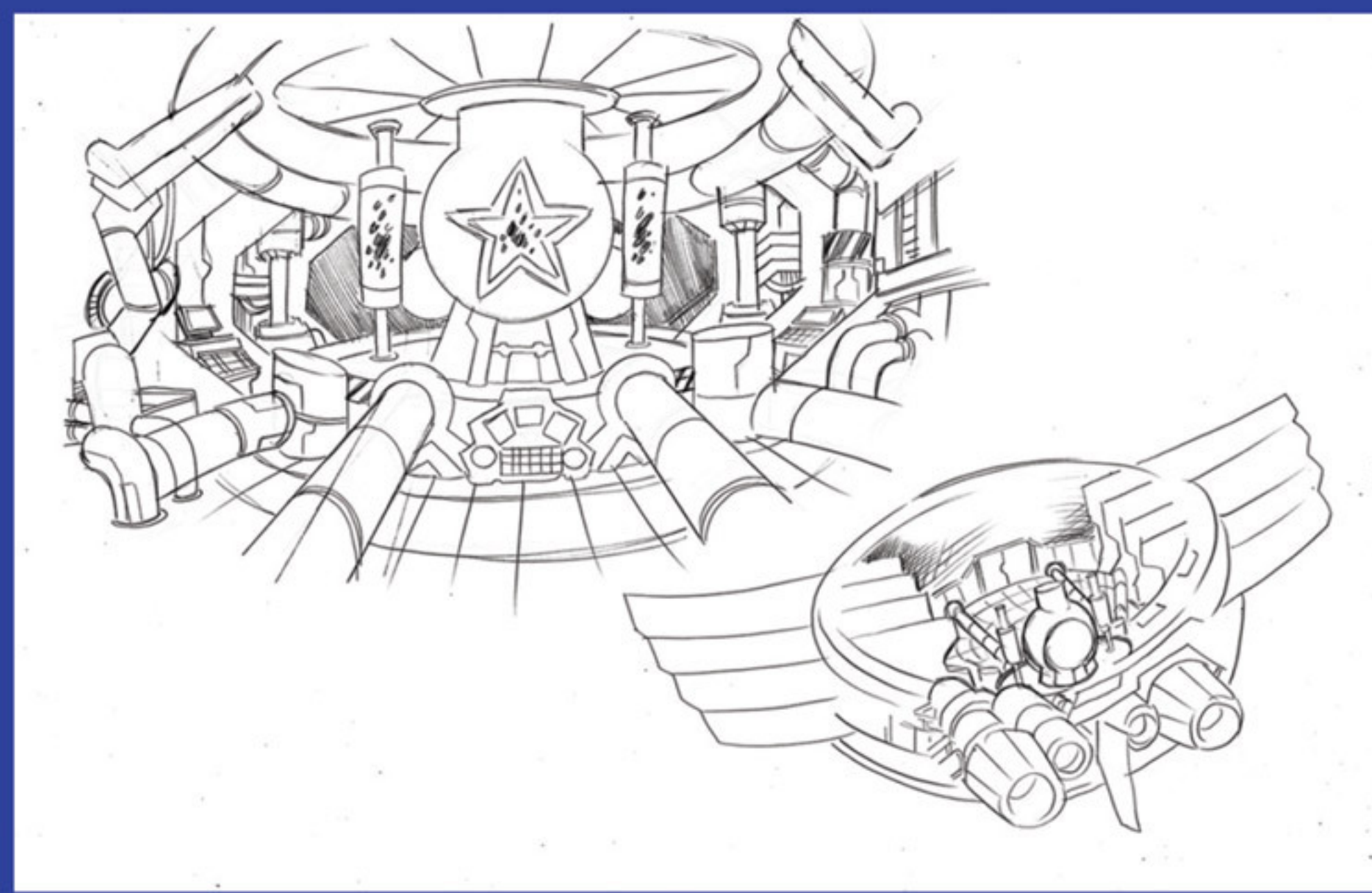
And how will our heroes do all this?

It was hard enough to travel the world when it was one piece! The answer: the Sky Patrol! This flying fortress has everything the Freedom Fighters need: places to sleep, places to train, a launch base for all their flying craft, and a way to navigate the unfriendly skies of the ruined planet.

The "Countdown to Chaos" is over – now the chaos is upon us! Don't miss this chance to join Sonic on his greatest adventure yet from the very beginning! ■



Sky Patrol interior and exterior concept sketches by Tracy Yardley and Jerry Gaylord!



SONIC SUPER SPECIAL COMIC FEATURE!

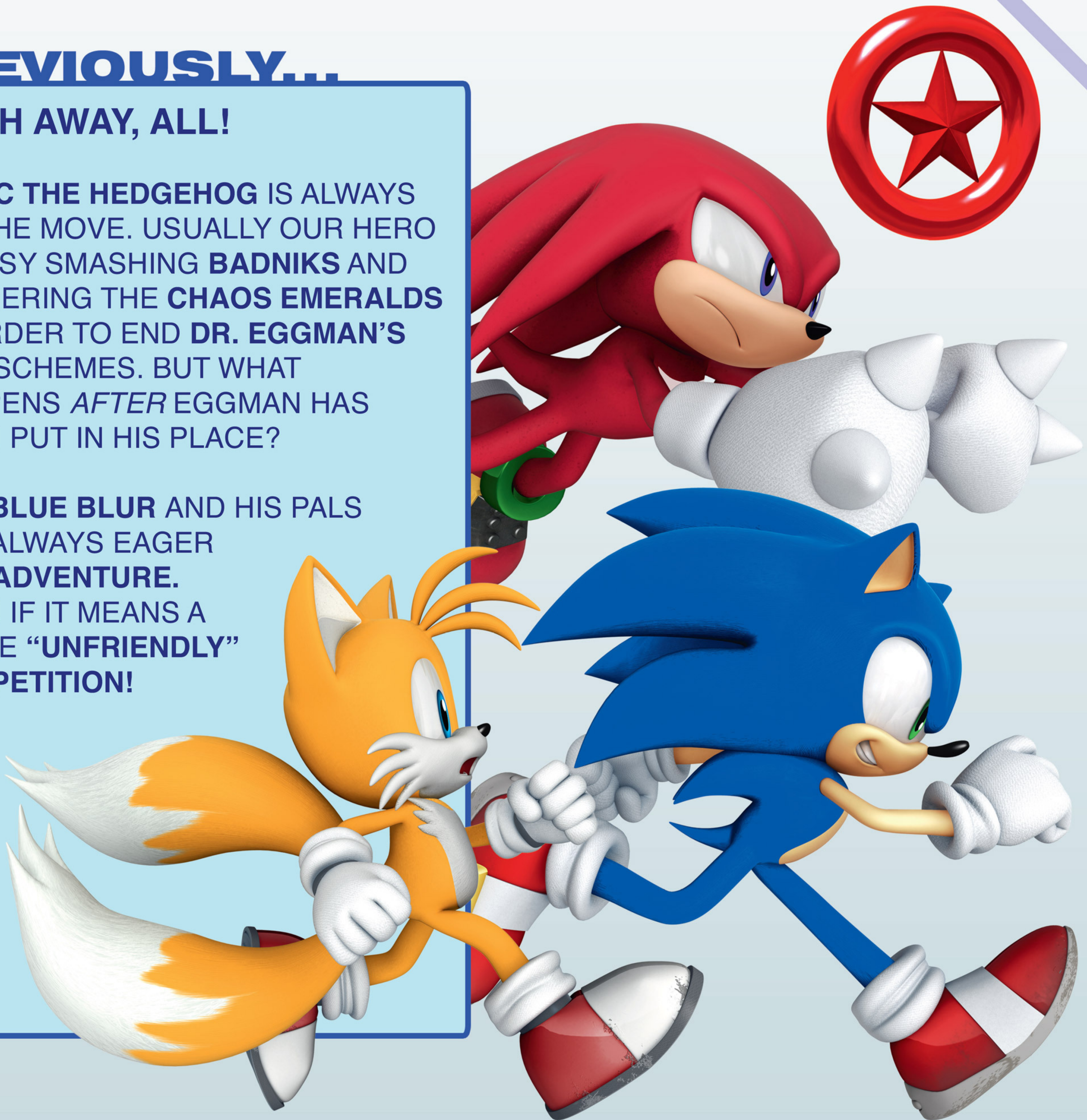
THE DASH FOR RED STAR RINGS BEGINS!

PREVIOUSLY...

DASH AWAY, ALL!

SONIC THE HEDGEHOG IS ALWAYS ON THE MOVE. USUALLY OUR HERO IS BUSY SMASHING **BADNIKS** AND GATHERING THE **CHAOS EMERALDS** IN ORDER TO END **DR. EGGMAN'S** EVIL SCHEMES. BUT WHAT HAPPENS *AFTER* EGGMAN HAS BEEN PUT IN HIS PLACE?

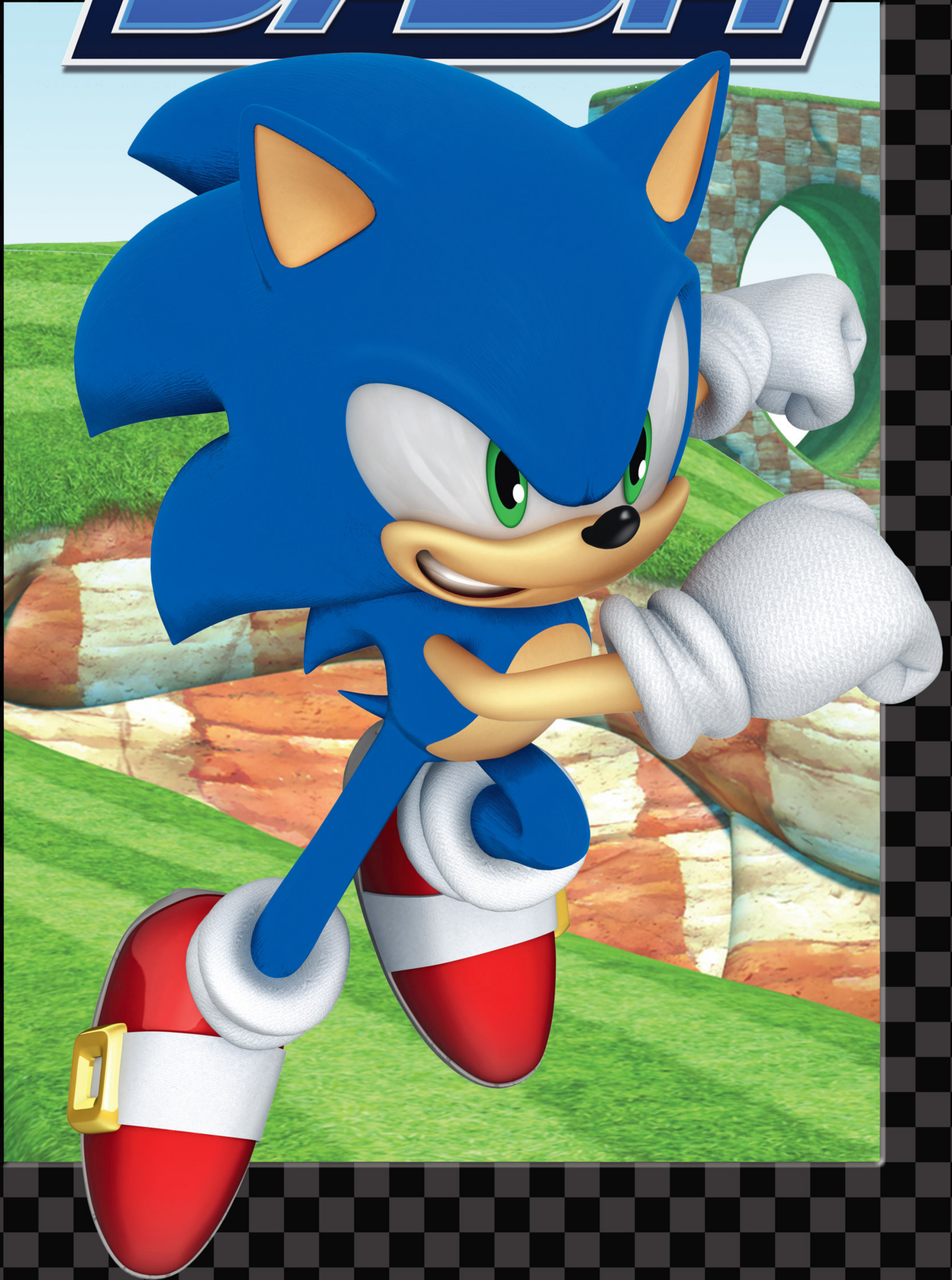
THE **BLUE BLUR** AND HIS PALS ARE ALWAYS EAGER FOR **ADVENTURE**. EVEN IF IT MEANS A LITTLE “**UNFRIENDLY**” **COMPETITION!**



DID YOU KNOW...

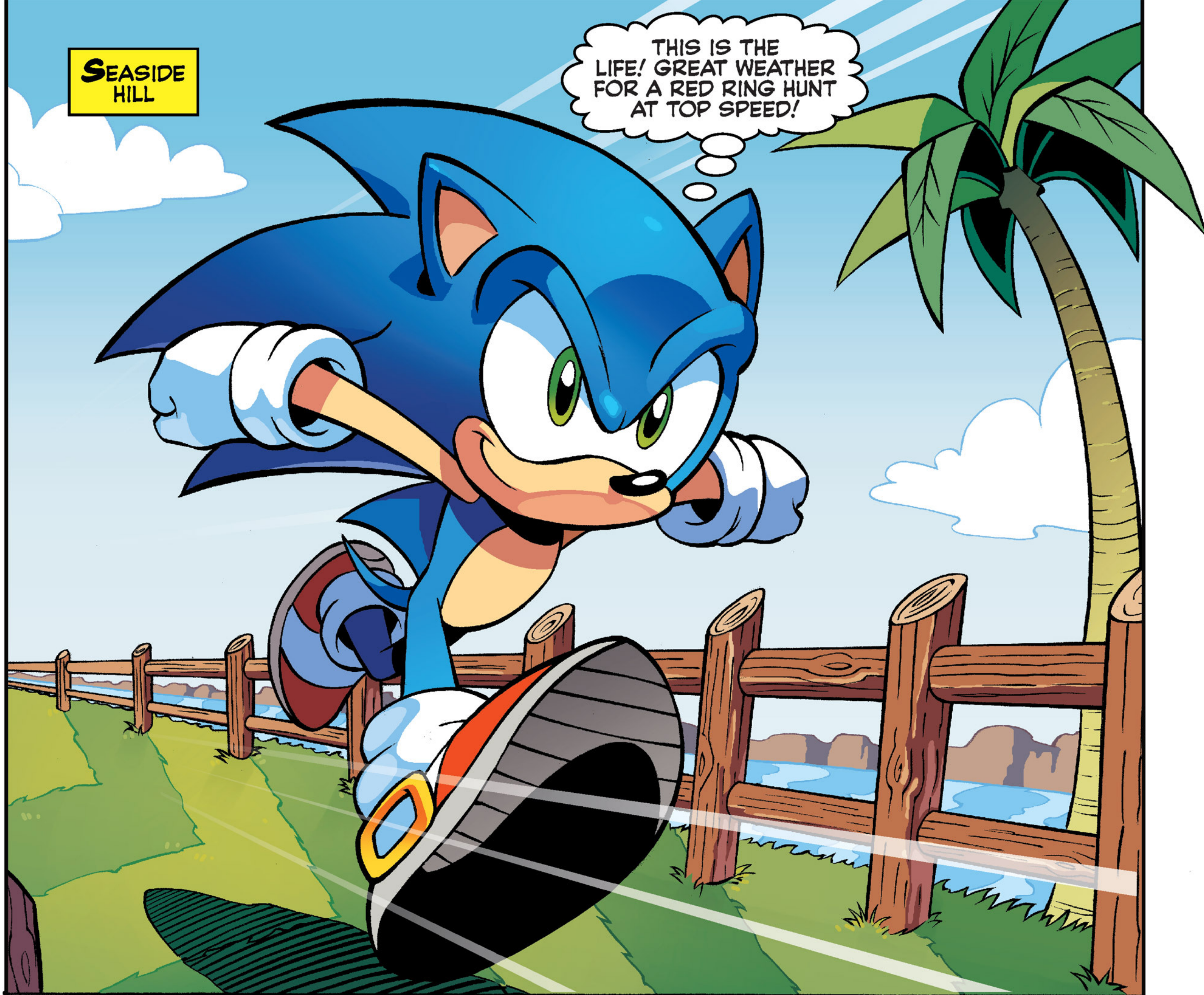
Sonic Dash™ is not the only awesome Sonic-centric mobile game available now. Sonic Jump™ precedes the endless runner and is just as fun! Check out both games for your mobile devices as well as the special comic adaptation of Sonic Jump™ exclusively appearing in Sonic Super Digest issue 5, available now!

SONIC DASH™



SEASIDE
HILL

THIS IS THE
LIFE! GREAT WEATHER
FOR A RED RING HUNT
AT TOP SPEED!



SONIC DASH™

IAN
FLYNN
WRITER

JENNIFER
HERNANDEZ
PENCILS

RICK
BRYANT
INKS

MATT
HERMS
COLORS

JACK
MORELLI
LETTERS

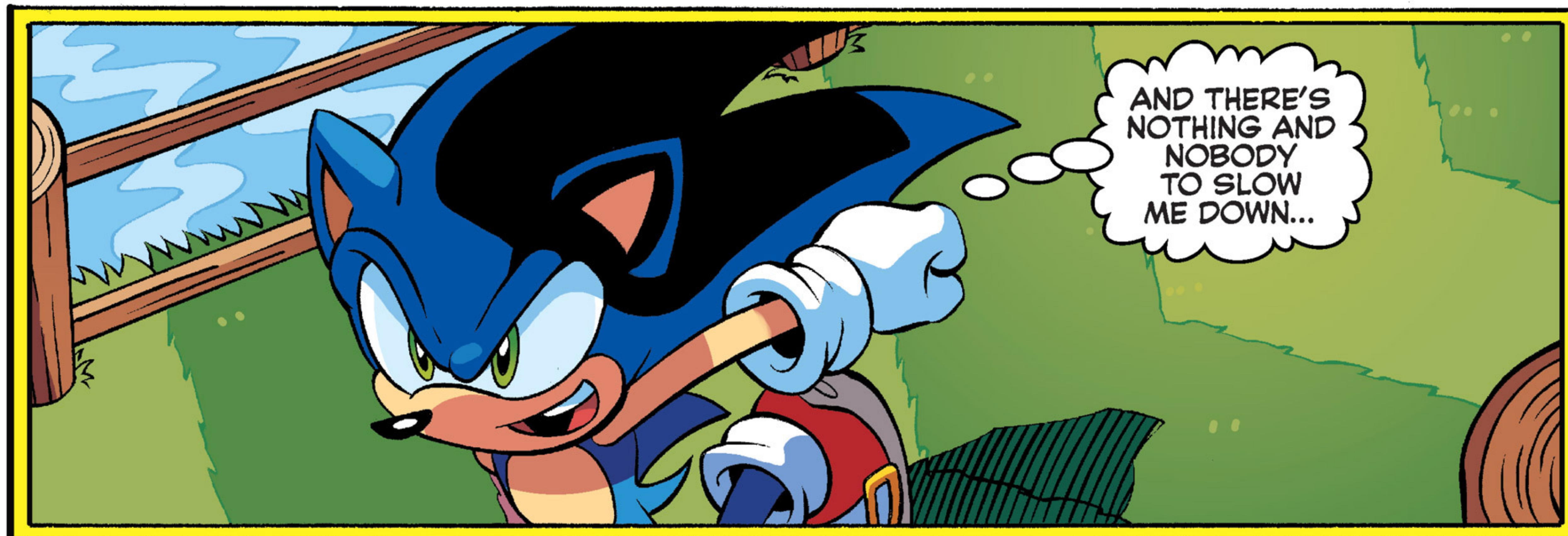
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LOVALLO
ASSISTANT
EDITOR

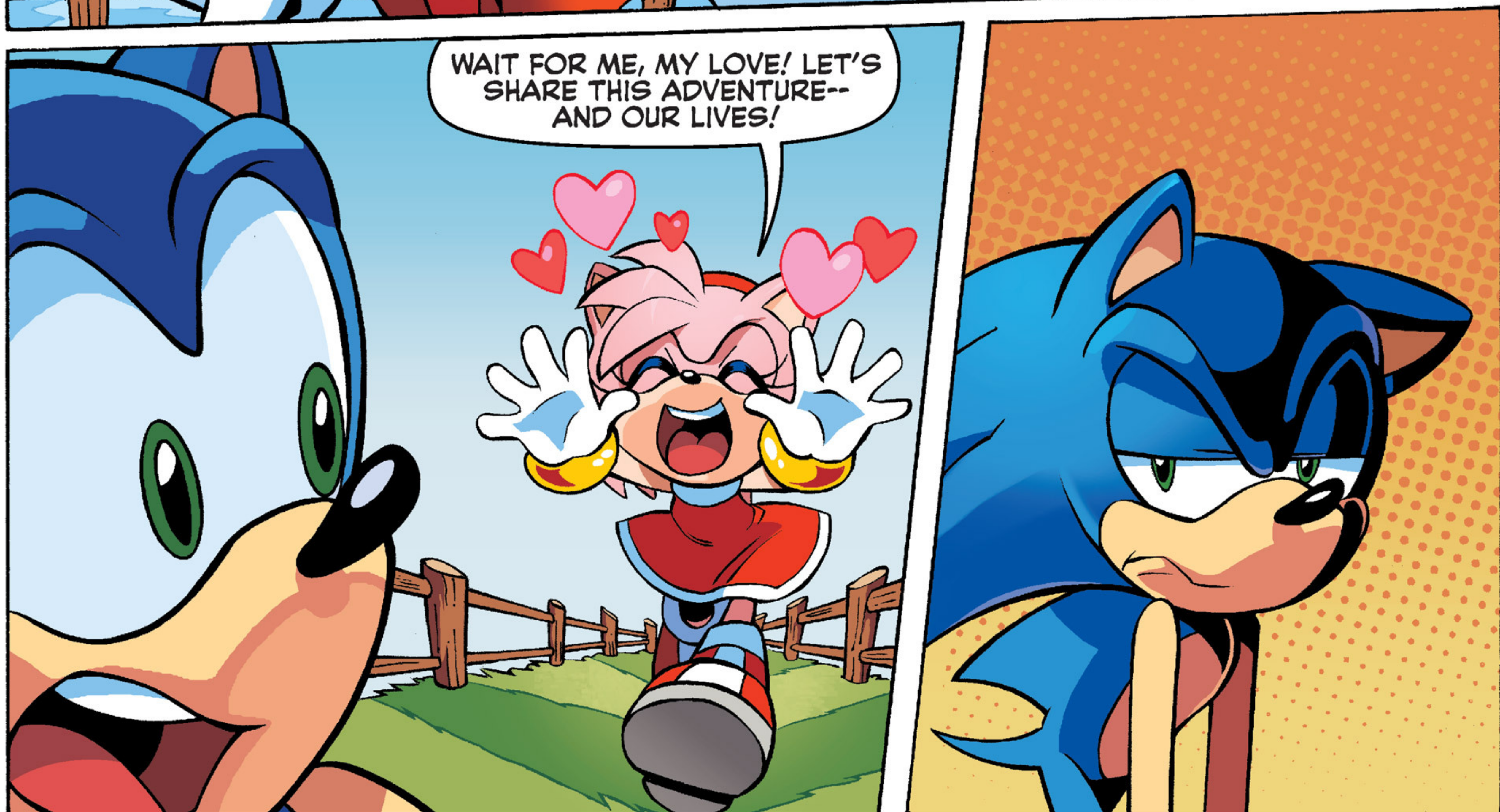
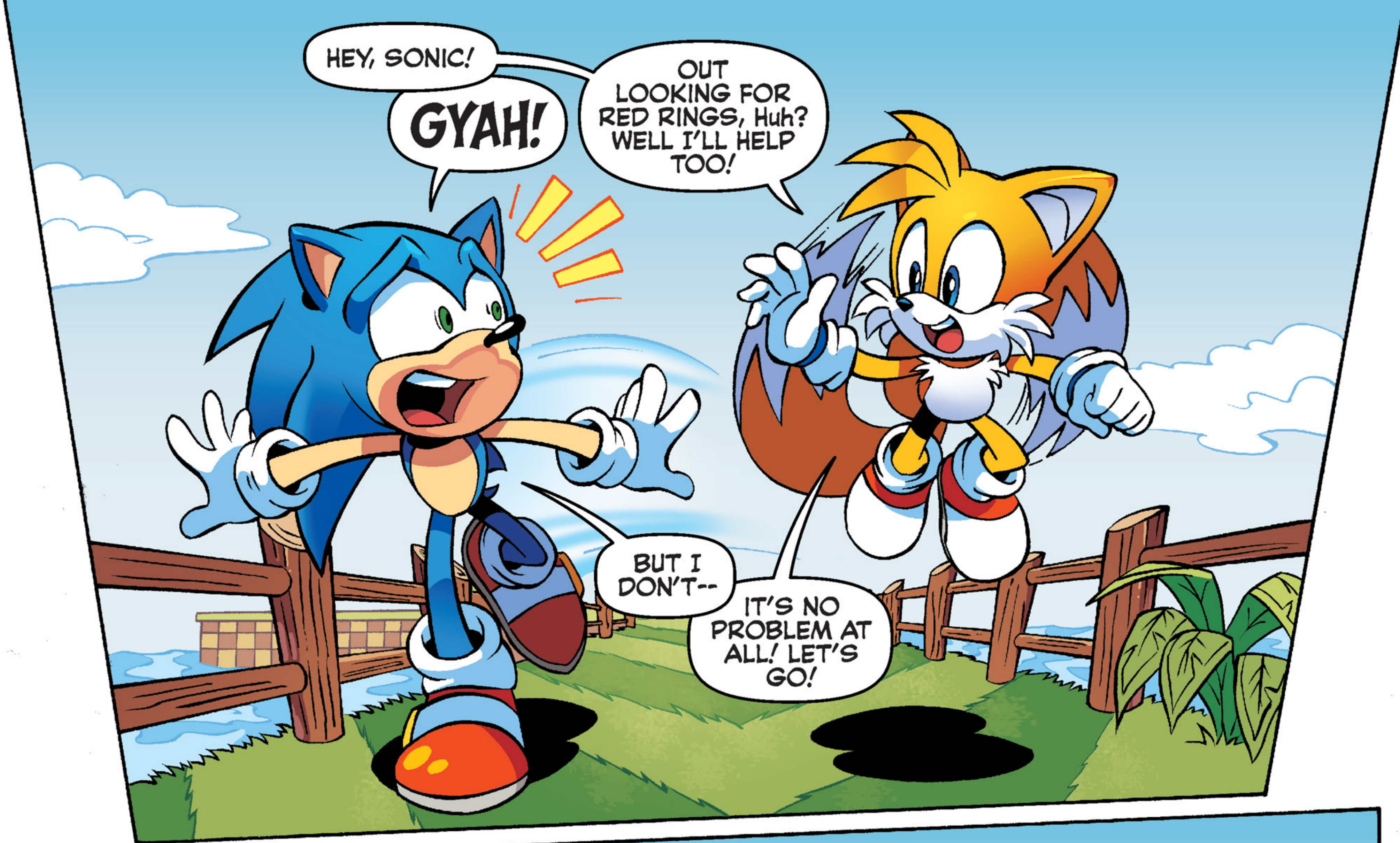
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EDITOR/EXECUTIVE
DIRECTOR OF
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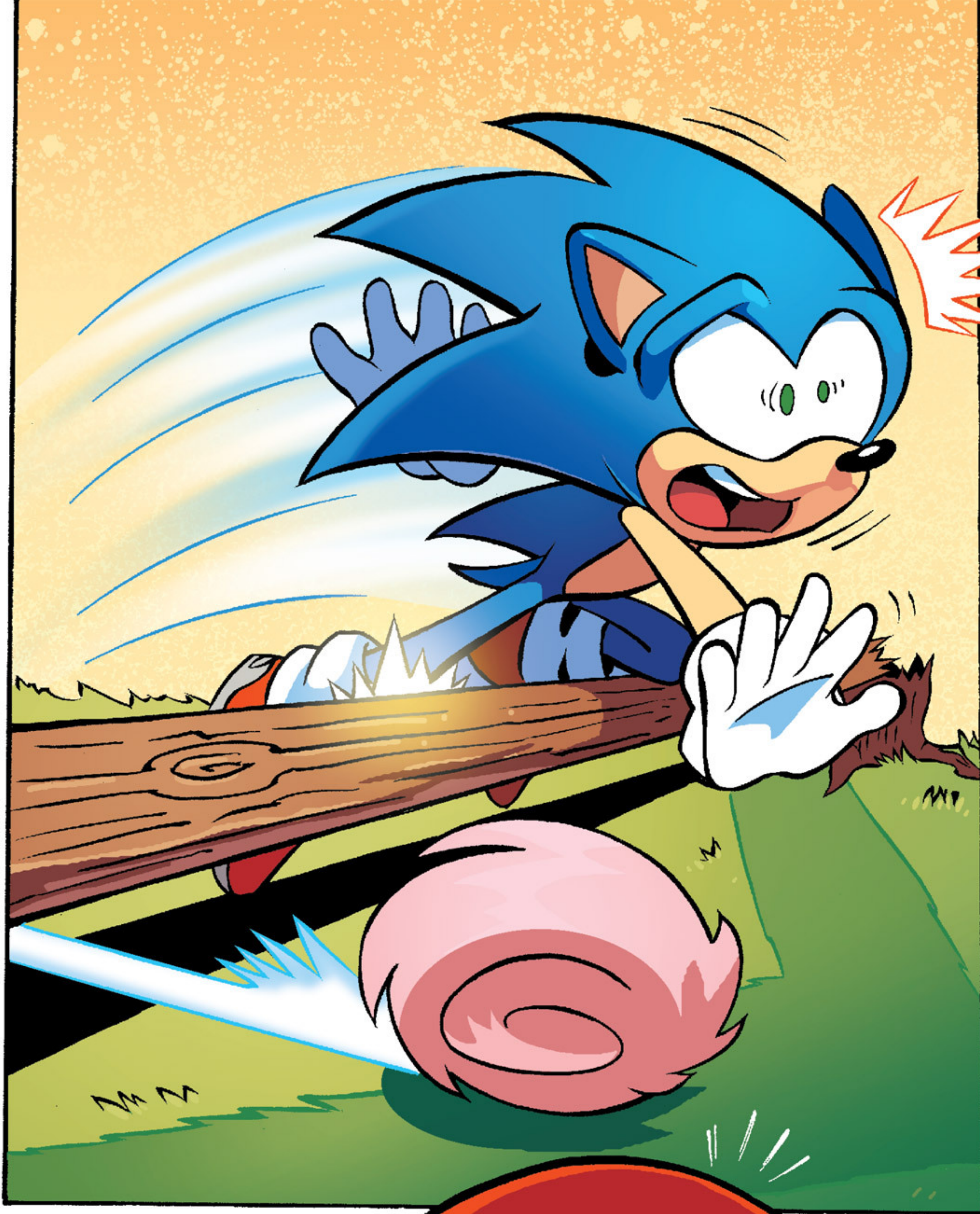
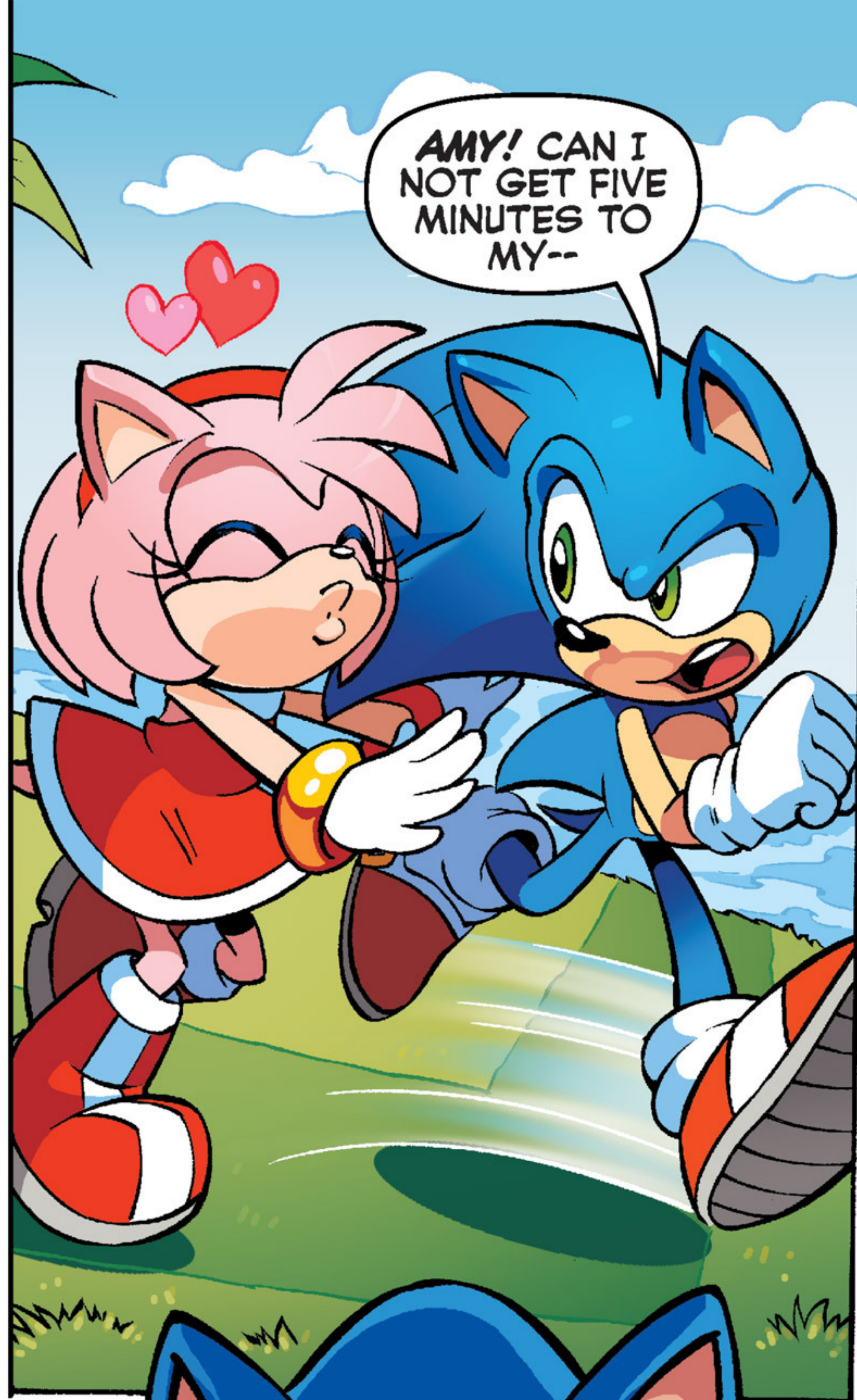
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GORELICK
EDITOR-
IN-CHIEF

MIKE
PELLERITO
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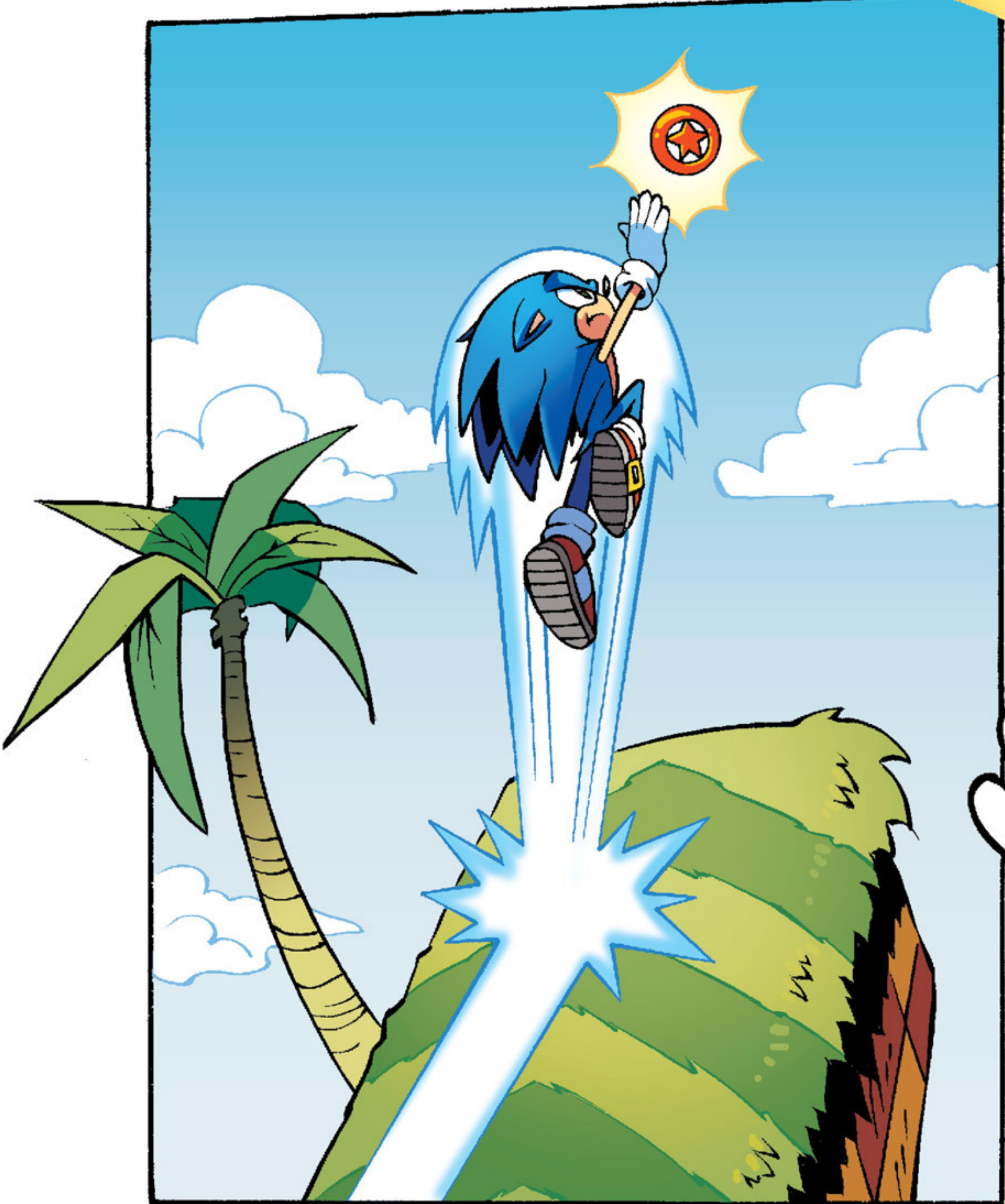
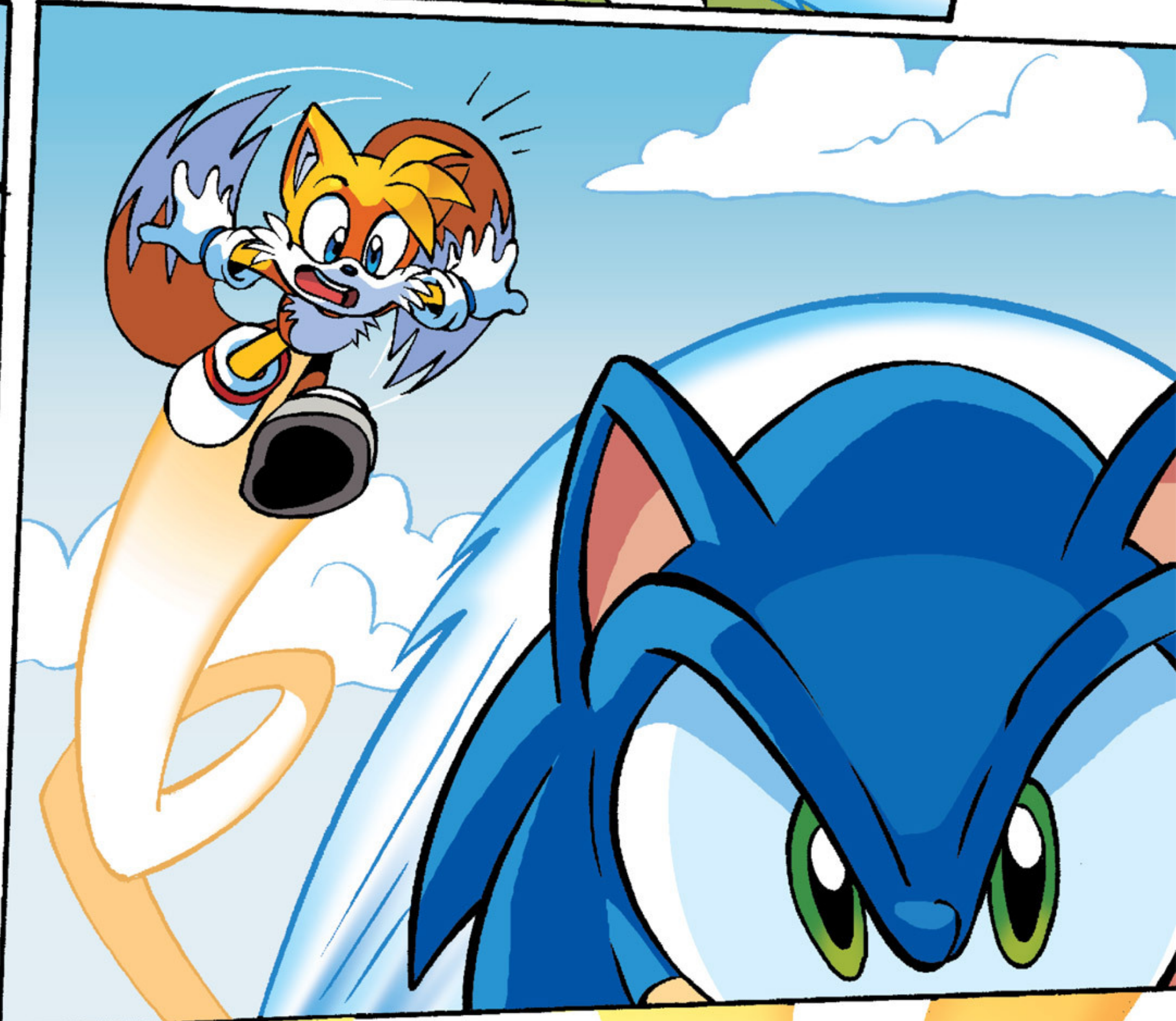
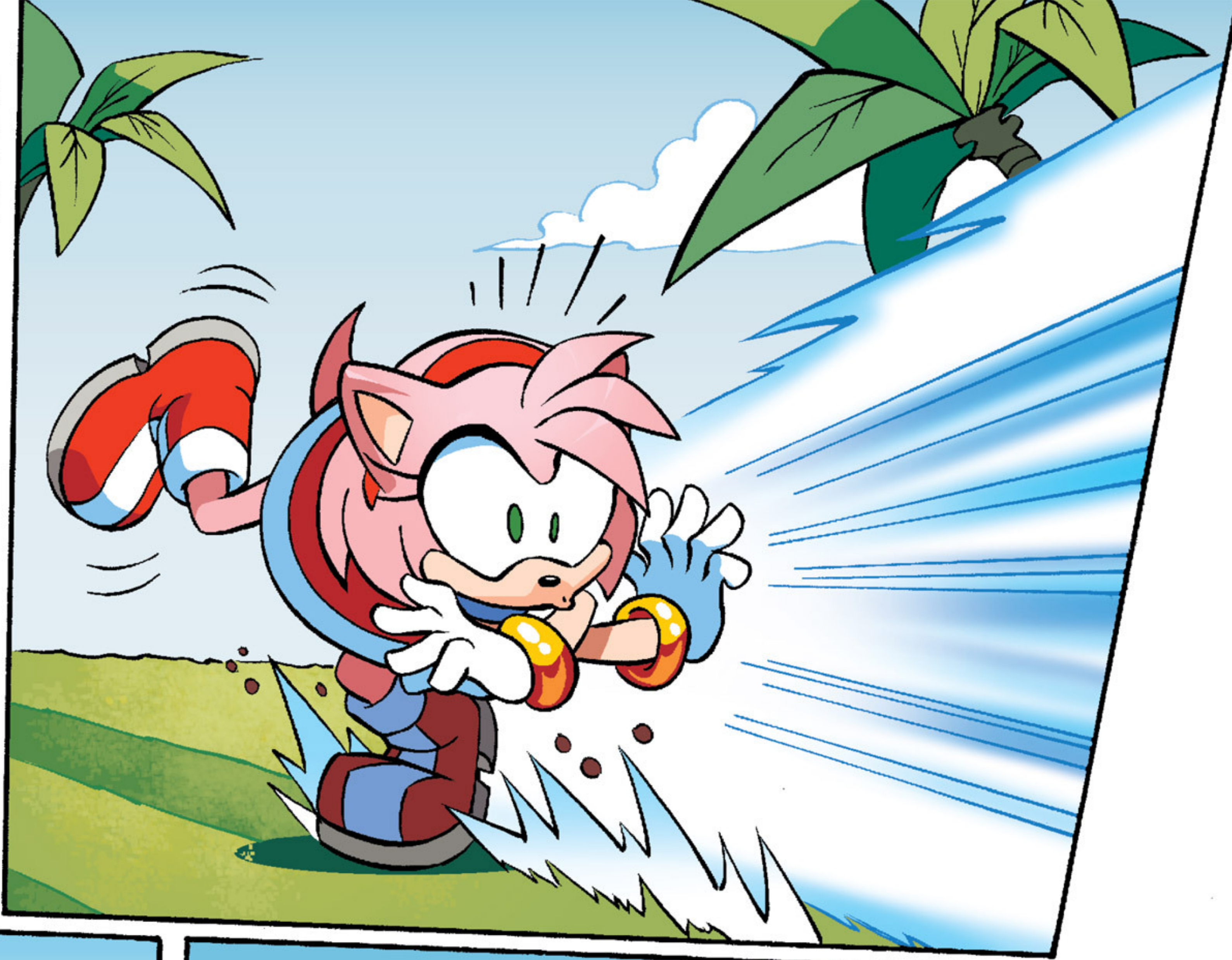
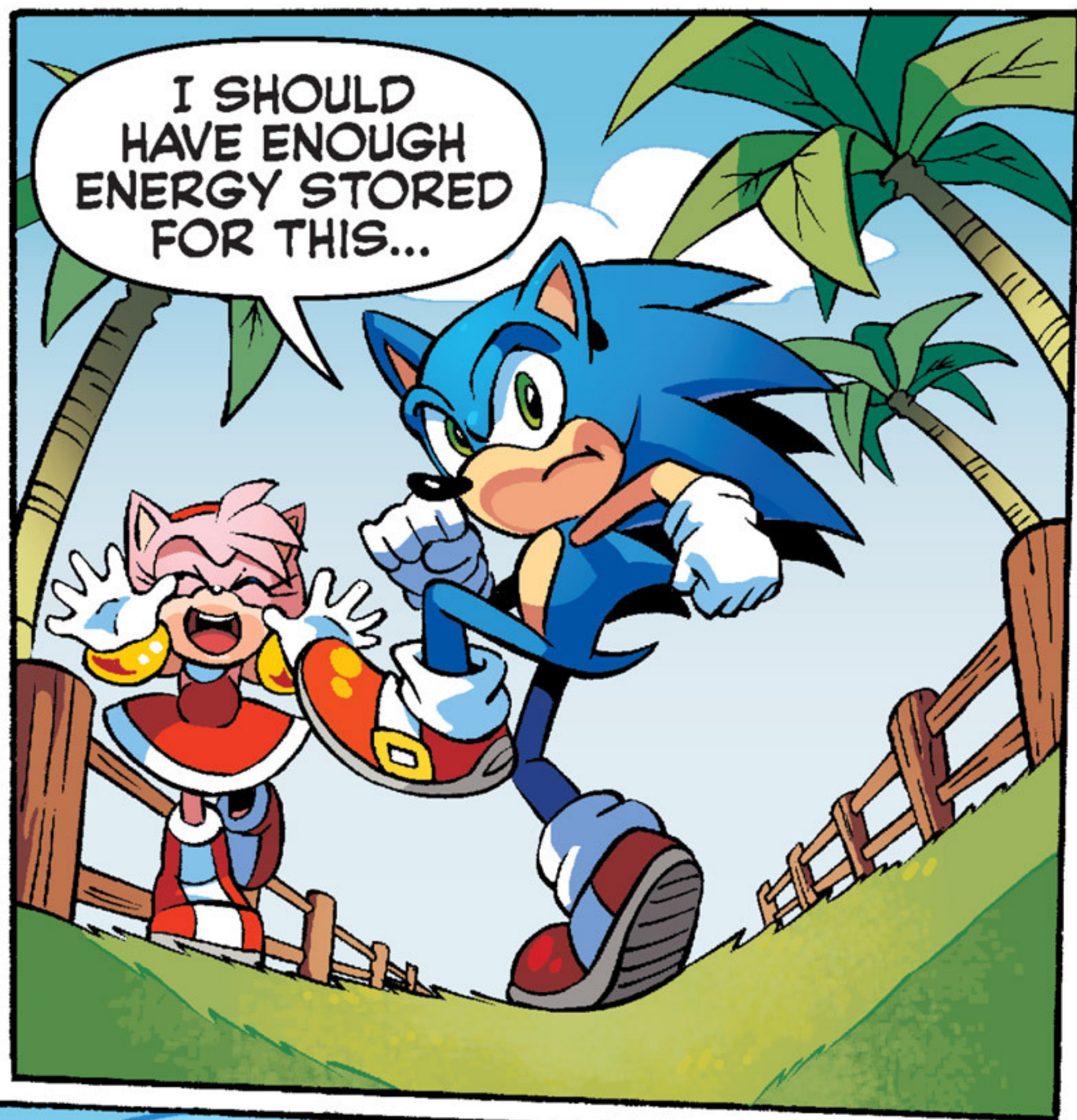


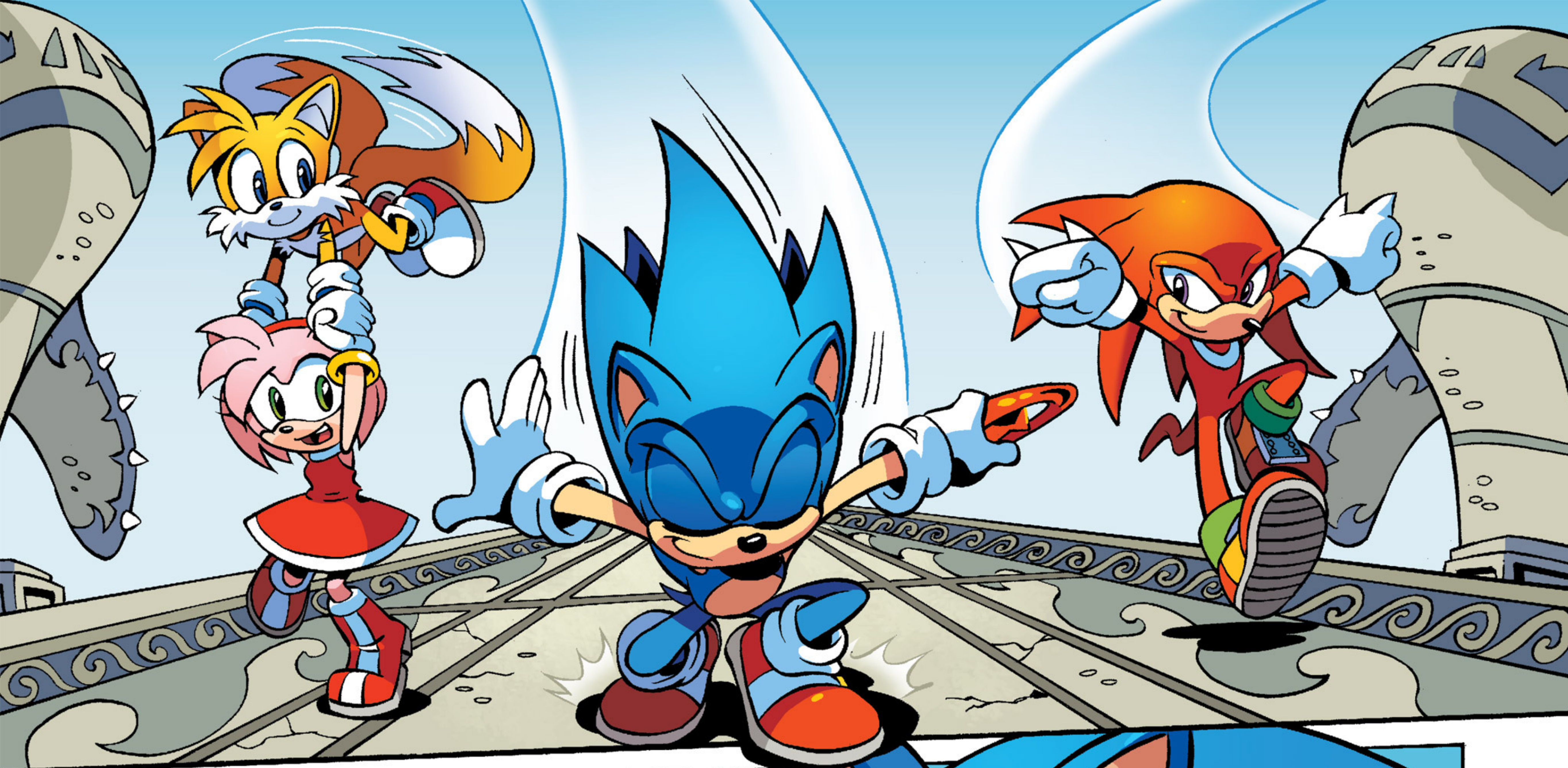




ALL I WANTED TO DO TODAY WAS--







SONIC COMIC SUPER SPECIAL FEATURE!

AT ALL COSTS

PREVIOUSLY...

SILVER THE HEDGEHOG HAS BEEN TIME-TRAVELING, TRYING TO PREVENT THE HORRIBLE **FUTURE** FROM WHICH HE CAME. ACCORDING TO LEGEND, A **TRAITOR** AMONG THE **FREEDOM FIGHTERS** DESTROYED THE TEAM AND PAVED THE WAY FOR DISASTER.

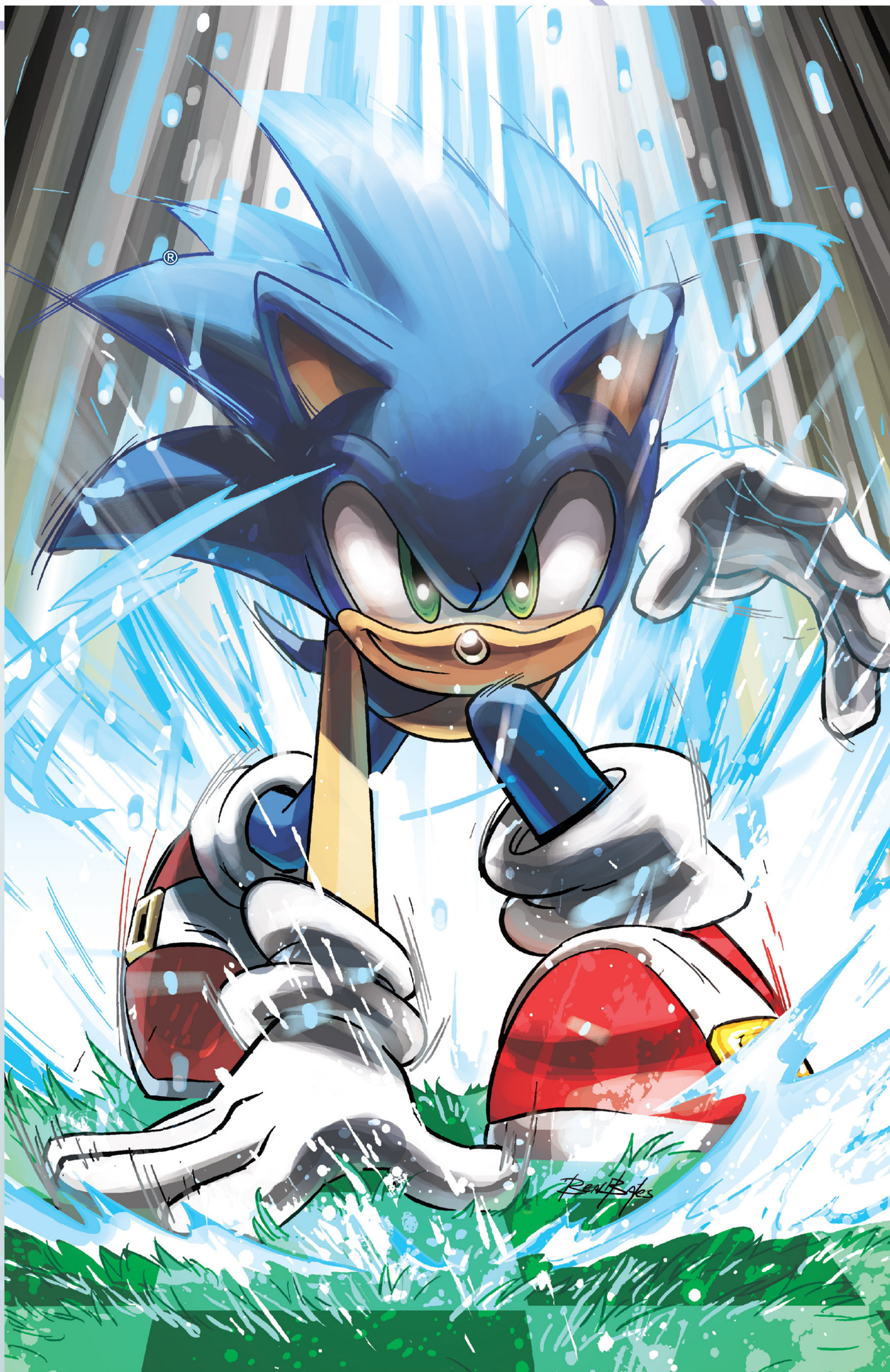
SILVER'S MADE SOME **FALSE** ASSUMPTIONS AND ACCUSATIONS, BUT NOW HE'S CERTAIN HE'S **IDENTIFIED** "THE TRAITOR". IF HE DOESN'T HELP SONIC STOP "THE TRAITOR" NOW, IT COULD BE **TOO LATE**.



DID YOU KNOW...

Penciller Evan Stanley illustrated both "At All Costs" stories. Because these stories served as the bookends to the crossover, Evan had to wait until after almost the entire Worlds Collide story was completed, to get to the second half! Now Evan is pencilling the most current stories of Sonic the Hedgehog and we cannot wait to see what she brings to the table. The future holds great things!





SONIC THE HEDGEHOG 252 COVER – BONUS PIN-UP

DID YOU KNOW...

Shadow the Hedgehog has faced the Black Arms before in 2005 in his self-titled video game, *Shadow the Hedgehog*. Using the power of the Chaos Emeralds, Sonic's dark doppelganger defeated the aliens hive-mind known as Black Doom. With their leader out of commission and their home comet destroyed, the Black Arms were defeated, or so it was thought...



Although Shadow has vowed to protect the planet as his life mission, he is still binded by blood to the Black Arms, and is able to tap into their collected mind! What dangers does this power present?

They were thought to be extinct, but now a small population has returned – and they're out for revenge! So G.U.N. is sending Team Dark and the last handful of G.U.N. soldiers to pre-emptively stop the alien invasion.

This will be Team Dark's greatest challenge yet. Shadow has a very personal take in this – he's part Black Arms himself!



That makes him the team's greatest asset, but also the greatest liability. Cmd. Tower is counting on Rouge the Bat's cunning and E-123 Omega's power to keep Shadow in check in case Shadow goes rogue.

But what sinister secrets do the Black Arms have waiting in the shadows? You can't miss our darkest, most thrilling adventure yet when "Shadow Fall" begins in Sonic Universe #59! ■

Team Dark is the ultimate powerhouse dedicated to serving G.U.N. With Shadow's agility, Rouge's slyness, and E-123 Omega's explosive might, this team of heroes can tackle anything that gets in their way! But what threat does this new band of Black Arms pose with the mysterious creature known as Eclipse?



Penciller Jamal Peppers brings Shadow and Eclipse together to lead an army of Black Arms in SU #61!



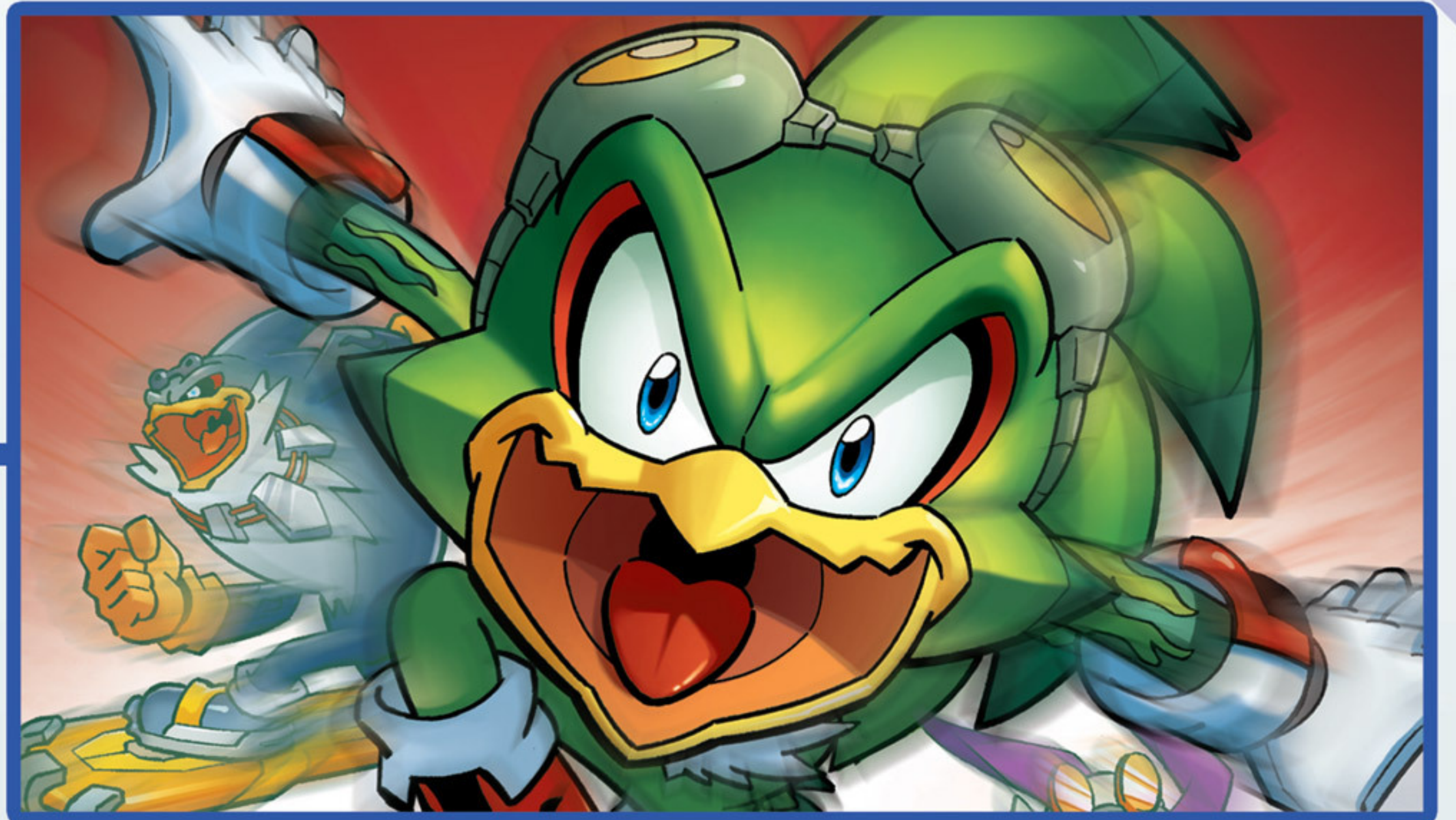
SONIC UNIVERSE ISSUE 61 COVER – BONUS PIN-UP

SONIC COMIC SUPER SPECIAL FEATURE:

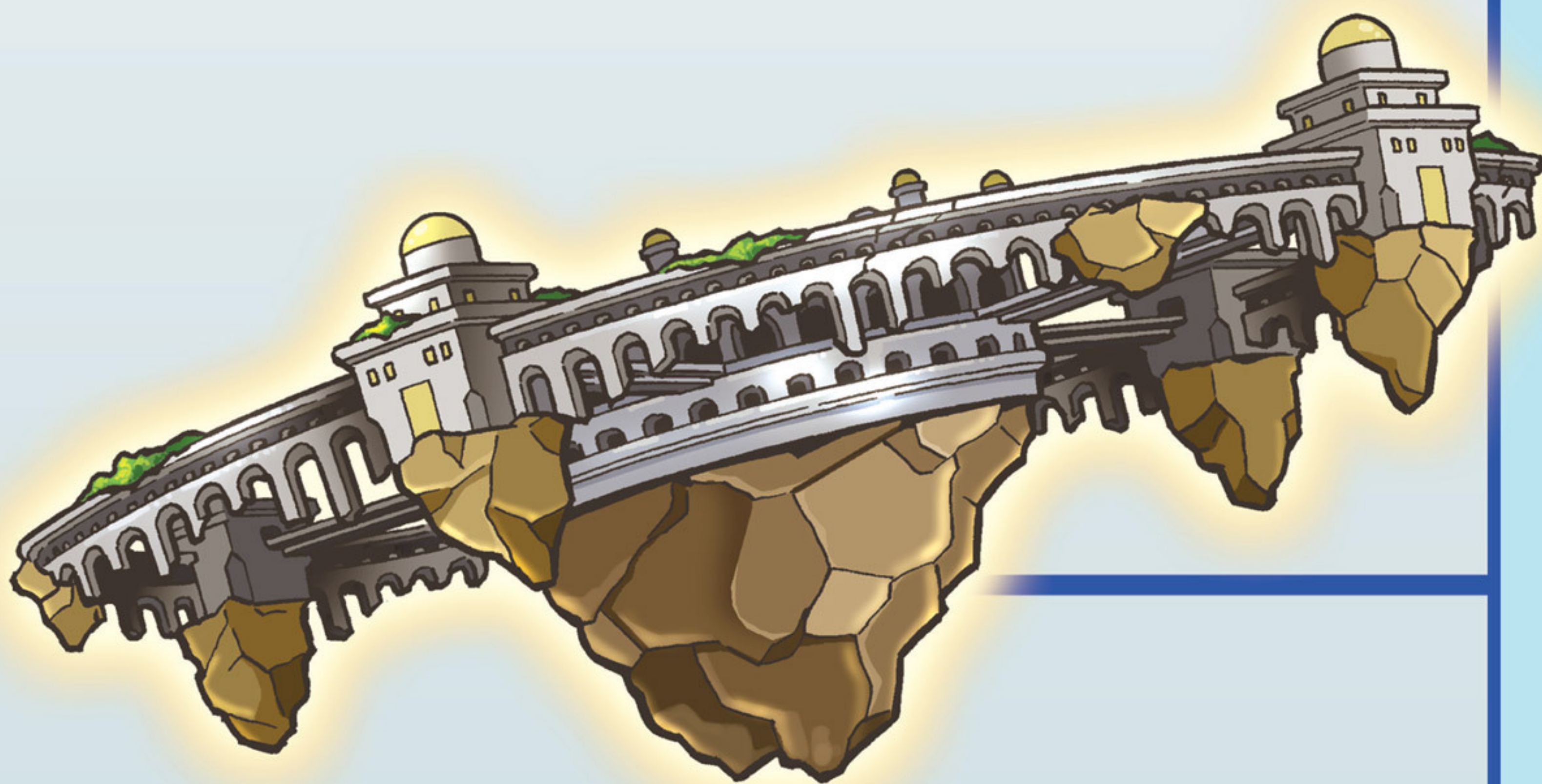
REMEMBRANCE

PREVIOUSLY...

HEROES ARE ONLY AS GOOD AS THEIR VILLAINS, AND SONIC'S WORLD HOSTS SOME OF THE MOST **FEARSOME** AND **LOATHSOME** CHARACTERS YOU **LOVE TO HATE!**



SONIC'S FOES COME IN MANY SHAPES AND SIZES, AND SOMETIMES AT **SUPER-SPEED!** ENTER THE **BABYLON ROGUES:** A TRIO OF AIRBORNE REBELS OUT TO WRECK HAVOC! BUT AMONGST THE MAYHEM, THE ROGUES HAVE BEEN SEARCHING FOR THEIR LONG-LOST **ANCESTRAL CITY OF BABYLON GARDEN.**

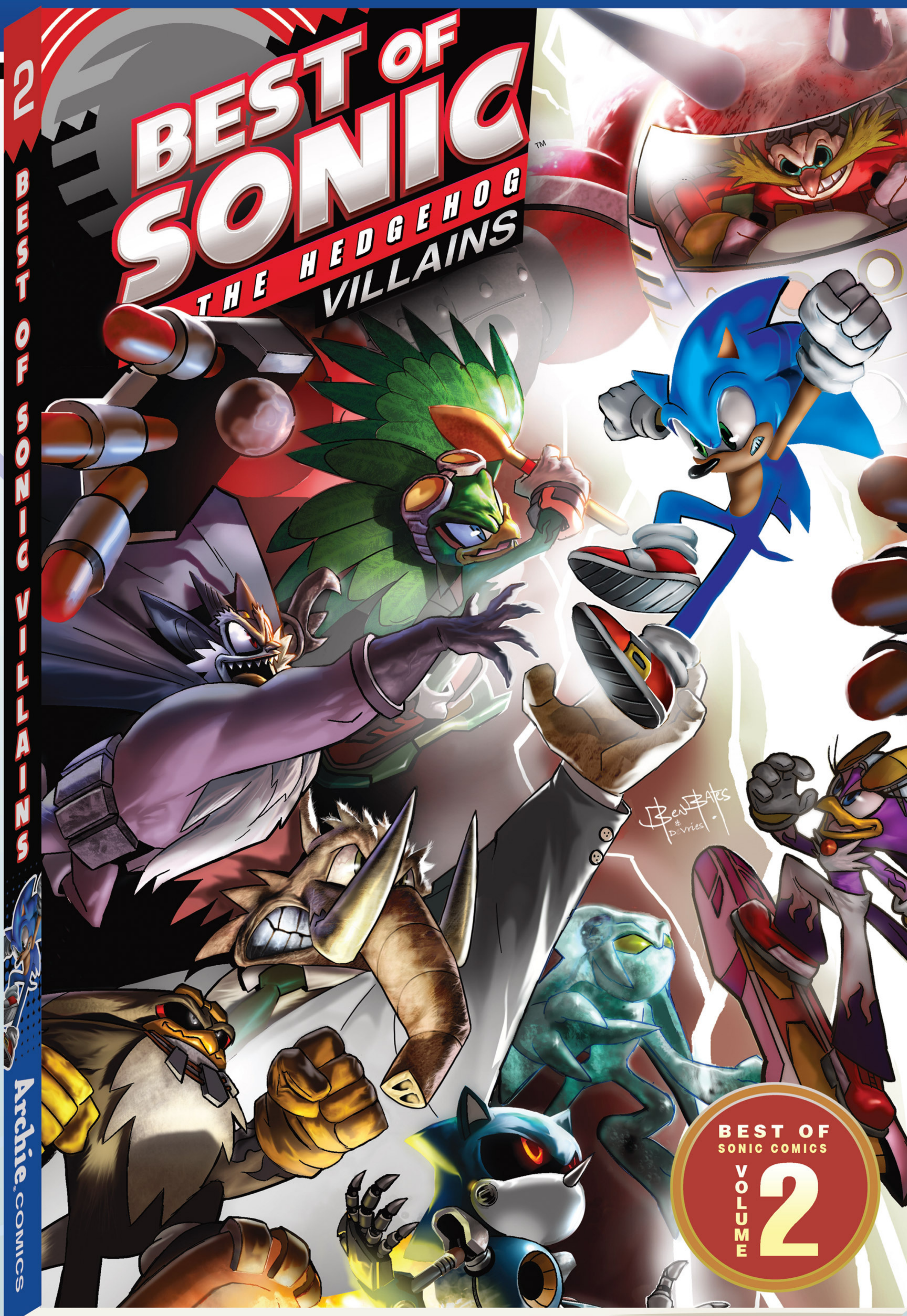


NOW, DEEP IN THE FORGOTTEN RUINS OF THE **GIGAN MOUNTAINS**, THEY FIND THEIR FIRST SOLID LEAD! BUT WILL THEY **SURVIVE** TO PUT THEIR NEW-FOUND KNOWLEDGE TO USE?



DID YOU KNOW...

The Babylon Rogues first appeared in the 2006 racing game Sonic Riders. This was the first Sonic racing game to introduce extreme gear, which is a type of air-powered racing equipment. These vehicles are the Babylon Rogues' specialty and are even fast enough to challenge the speed of the Blue Blur!



2

BEST OF SONIC VILLAINS

Archie.comics

BEST OF SONIC

THE HEDGEHOG VILLAINS

BEST OF
SONIC COMICS
VOLUME
2

SONIC COMIC SUPER SPECIAL FEATURE!

I AM

PREVIOUSLY...

WHEN **SHADOW** FIRST ARRIVED IN **SONIC'S WORLD** HE HAD WANDERED WITHOUT REASON, HIS PURPOSE IN LIFE WAS A **MYSTERY**. THE ONLY LINK TO HIS PAST WAS A MYSTERIOUS GIRL BY THE NAME OF **MARIA ROBOTONIK** AND HER GRANDFATHER, **GERALD**.

MISGUIDED AND CONFUSED, SHADOW TEMPORARILY JOINED FORCES WITH **DR. EGGMAN** IN HOPES TO GET ANSWERS FOR HIS PAST.

SINCE ANSWERS WERE NOT **FORTHCOMING**, SHADOW LEFT EGGMAN TO CONTINUE HIS SEARCH FOR ANSWERS BY HIS OWN MEANS.

SHADOW'S EFFORTS PROVED FUTILE UP UNTIL NOW. A **CLUE** FROM THE PAST HAS BEEN **UNCOVERED** IN DR. EGGMAN'S BASE, AND SHADOW IS **DETERMINED** TO UNCOVER HIS MYSTERIOUS PAST **ONCE AND FOR ALL...**



DID YOU KNOW...

The relics of Shadow's past are returning once again in Sonic Universe issues 59-62. A small team of Black Arms aliens have returned to Sonic's world to leech the life of the planet and sway Shadow back to their side. Shadow's allegiance will be tested in this epic story!



SHADOW THE HEDGEHOG – BONUS PIN-UP

SONIC COMIC SUPER SPECIAL FEATURE:

HOME NEW HOME

PREVIOUSLY...

AFTER AN ALL-OUT HEDGEHOG BRAWL IN THEIR HOME WORLD, SONIC'S DARK DOUBLES, **SHADOW THE HEDGEHOG** AND **METAL SONIC**, HAVE BEEN LOCKED IN COMBAT, **CROSSING DIMENSIONS**, AND WREAKING HAVOC ALL OVER THE PLACE!



THE PAIR HAVE **UNKNOWINGLY** DECIDED TO END THEIR BATTLE IN NONE OTHER THAN **THE WORLD OF BLAZE THE CAT!** NOW THE PRINCESS, AND HER LAND'S PEOPLE ARE IN FOR THE **ULTIMATE BATTLE OF GOOD AND PURE EVIL...**

DID YOU KNOW...

Shadow the Hedgehog and Metal Sonic both served as threats to Sonic, matching him in skill and speed. While Shadow allied himself with Sonic as a force for justice, Metal Sonic never changed sides. He was built as the ultimate answer to Sonic, aiming to surpass him in every aspect.





METAL SONIC – BONUS PIN-UP

SONIC SUPER SPECIAL

INTERVIEW WITH - STEVE DOWNER - COLORIST -

SSSM: Steve, you've been coloring the Sonic comics for quite some time now! How did you start working with Archie?

SD: I first made contact with Archie in 2010 at Heroes Con in Charlotte, where I met Executive Director of Editorial Paul Kaminski and gave him a copy of my coloring portfolio. I'd nearly forgotten about that when, a year later, I received a phone call from Paul, asking if I'd be willing to start coloring Sonic Universe #28, to wrap up the last issue of a Silver the Hedgehog story arc. I've been actively involved coloring one thing or another for Archie since that date.

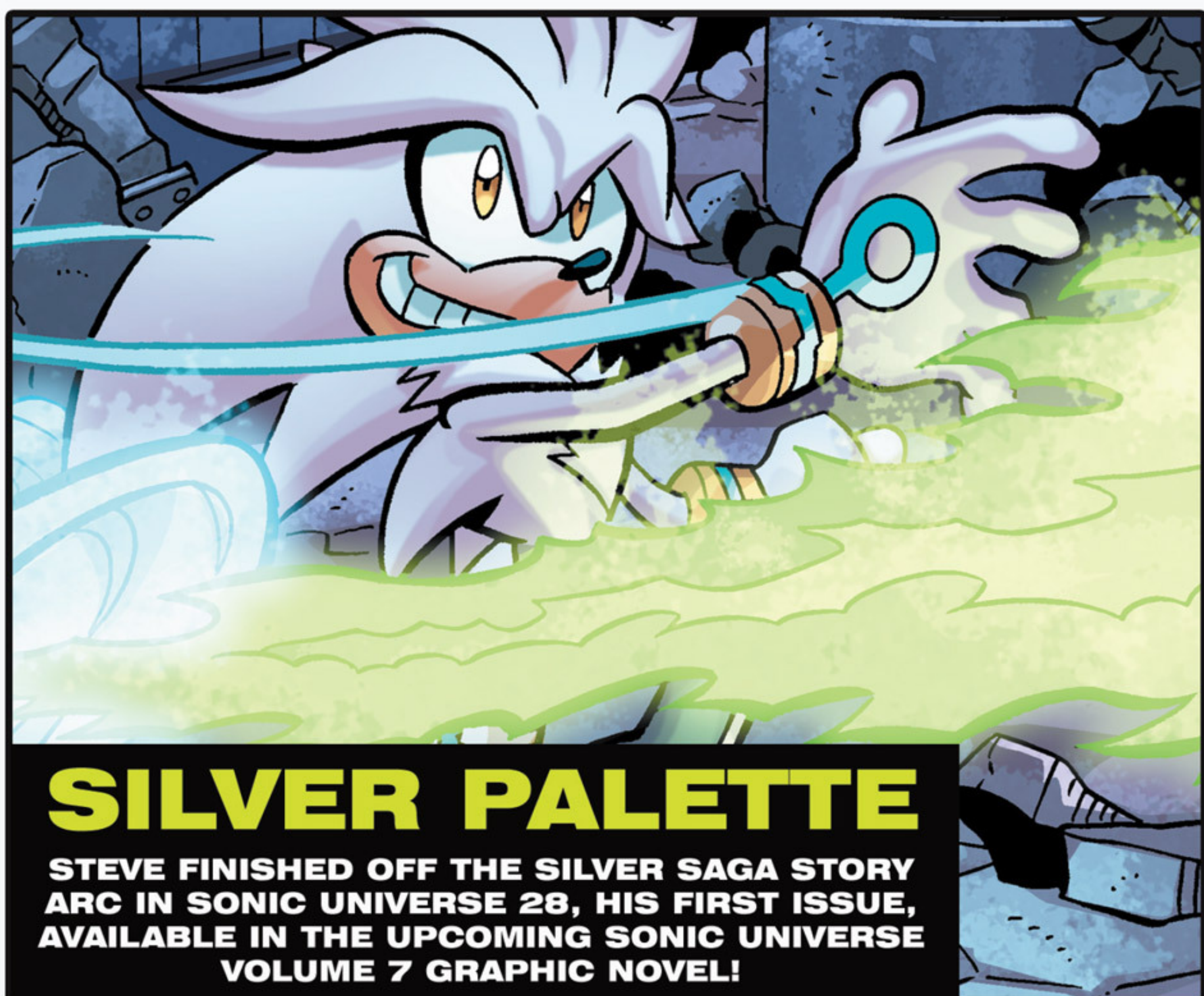


STEVE DOWNER
COLORIST ON SONIC UNIVERSE
AND NOW SONIC THE HEDGEHOG!

SSSM: Your other comic works are different in tone and style. What is your process for coloring the Sonic comic universe?

SD: I approach Sonic the same way I do any other project- I research the characters and world, look at the artists' other work for ideas on what type of coloring best fits their drawing style, and see what others have done with similar material. In the case of Sonic Universe and Sonic, the other incarnations of these characters in video games and animation influenced my style- I tend to approach the environments as a painting exercise, and use much simpler rendering on the characters.

My process for the book is generally to break it up into chunks and work on several pages at a time. I begin by setting up the flat colors to reflect the mood and color scheme for each scene, then I shade and detail the backgrounds, and finally I go in and render the characters, and it's on to the next chunk.



SILVER PALETTE

STEVE FINISHED OFF THE SILVER SAGA STORY ARC IN SONIC UNIVERSE 28, HIS FIRST ISSUE, AVAILABLE IN THE UPCOMING SONIC UNIVERSE VOLUME 7 GRAPHIC NOVEL!

SSSM: How do comics appeal to you? What aspects of the industry made you want to go professional?

SD: I grew up reading comics like Tintin and Asterix, as well as Batman and Spider-Man, and comics storytelling captured my imagination from an early age. I've been drawing comics and comic book characters for as long as I can remember. One of my favorite things about comics is that the medium can tell any kind of story you can imagine- a storyteller's only limited by what their hand can draw.

PIGMENT PERFECT!

STEVE KEPT A KEEN EYE AND TRIED TO MATCH THE COLORISTS THAT PRECEDED HIM TO GET A GRIP ON THE SONIC WORLD. IN THE BABYLON RISING STORY ARC, STEVE UNLEASHED HIS FULL POTENTIAL WITH A COLORING STYLE ALL HIS OWN, COMING SOON TO SONIC UNIVERSE VOLUME 9 GRAPHIC NOVEL!



Coloring began to appeal to me when I was in my early teens and had a copy of Photoshop to mess around with. Once I realized that I had everything I needed to do what the professional colorists did, there was no going back. I was able to grow as a colorist by interacting with comics professionals on message boards, posting work and receiving critiques, until I was good enough that work offers began coming in.

SSSM: Do you have any favorite moments from your past Sonic works? What advice would you give to an aspiring colorist?

SD: The Babylon Rising story arc, in Sonic Universe 33-36, is one of my favorites because it's the first story arc where I felt like I'd really found my feet as a colorist on Sonic. In arcs before that I'd either been mimicking the style of the colorist before me, or experimenting to find a style that I felt worked on the characters and their world.

Sonic Universe #45, the Sonic Racing All-Stars one-shot, was also a favorite because it's one where I felt like everything clicked really well in the coloring. There were a couple color palettes in that issue that I've been itching to use again when I get the chance.

To any aspiring colorists, I'd say to never stop trying to improve. Gain as broad a base of artistic influences as possible, both inside and outside comics. Always listen to feedback from people who are willing to critique your work. And don't just color! The better an artist you are as a whole, the better you'll be as a colorist.■



YOU'RE AN ALL-STAR!

STEVE HAD THE PLEASURE OF COLORING OUR COMIC ADAPTATION OF SONIC AND ALL STARS RACING TRANSFORMED, FEATURING A DIVERSE CAST OF SEGA LEGENDS, AVAILABLE IN SONIC SELECT VOLUME 9!

